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SIGNATURE SERIES

PRINCE OF PERSIA® WARRIOR WITHIN™

OFFICIAL STRATEGY GUIDE

This game has received the following rating from the ESRB.

MATURE M ESRB

COVERS MICROSOFT XBOX™, NINTENDO GAMECUBE™, PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM AND PC

UBISOFT™

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PRINCE OF PERSIA WARRIOR WITHIN

OFFICIAL STRATEGY GUIDE

Legend tells of a Warrior and a Prince who defied fate and paid a great price for it. This mythical tale begins with tragedy, as all great stories do, and ends with the princely hero returning things as they were before. Except this one does not have a happy ending.

Having returned home to Babylon after his adventure in the *The Sands of Time*, the Prince finds himself hunted by a supernatural creature bent on his destruction. Forced to live a life on the run, he seeks counsel from an old Mystic, who explains that the Prince's actions during his previous adventure have spawned a creature known as the Dahaka. Because he turned back time and saved the Sultan's Palace from destruction, the Prince created a rift in the Timeline. The Dahaka intends to repair this problem—by ending the Prince's life.

The Prince quickly comes to realize that there's only one possible way to end his troubles. He must journey to the birthplace of the Sands of Time, find a way to travel back into the past, and stop the Sands from ever being created. Without the Sands, the Prince's last adventure will not occur and the Dahaka will vanish. Despite the seemingly impossible nature of his goal, he sets sail for the Island of Time immediately.

This is where the legend continues. Will the Prince be able to stop the Sands from ever being created, changing his fate in the process? Only time will tell...

PRINCELY POSSESSIONS

The Art of Combat

An unmatched warrior, the Prince of Persia is highly trained in the art of combat. His unparalleled swordsmanship and impressive athleticism have kept him alive during his many adventures, and he will have to call upon all of his skills once more during his quest to the Island of Time.

Combat Basics

The Prince will encounter many enemies in his quest, but they do not all react and fight in the same way. While the game offers a new robust Free-Form Fighting System that enables the player to create his or her own signature fighting style, these fundamental moves should help you get started.

Single Weapon Attack

When facing opponents, the Prince automatically draws his weapon. Pressing the Attack button makes the Prince swing it at the enemy. This basic attack can be executed from just about any position, including on ladders, columns, beams, and even while running along walls! Pressing the Attack button multiple times will result in combo attacks.

Double Weapon Attack

When the Prince is carrying two weapons, he can execute a series of Double Weapon attacks. You can pick up a secondary weapon from a fallen foe, or acquire one from a weapon rack. When carrying a secondary weapon, the Prince can execute a new set of attacks, including the ability to throw the weapon as a projectile and target enemies from long distance.

Evasion

Sometimes, taking evasive action is necessary and will help keep the Prince from taking damage or allow him to evade his opponent. To roll or backflip, move in the opposite direction of the enemy and press the Jump button.

Block

Learning how and when to block an enemy's attack is key to survival. When blocking (hold the Block/Special Action button), the Prince assumes a defensive posture. He doesn't have to face an enemy to block an attack, as he will turn and deflect incoming blows from any direction. Although blocking is the Prince's main line of defense, certain enemies have the power to break through his blocks.

Counter Attack

Counterattacking enables the Prince to block a blow, then instantly retaliate with one his own before the enemy has time to react. These maneuvers are difficult to execute and master because of the precision timing required to pull them off. To Counter Attack, hold the Block/Special Action button and wait for the enemy to attack. Just as the enemy attacks, press the Attack or Grab button to counter. When done correctly, the enemy's weapon is knocked aside and the Prince immediately follows up with his own attack.

Free-Form Fighting System

New to *Warrior Within* is the Free-Form Fighting System in which each action taken results in several new actions becoming available. In this way, the player can create his or her own custom combo chains during each battle, allowing him to develop his or her own signature fighting style. During battle, the Prince can use a variety of abilities, weapons, objects, and even the environment to pull of some amazing moves and attacks. These can be broken down into five separate categories.

THE REAL DEAL

For a complete breakdown of the entire Free-From Fighting System, please refer to the special poster in this guide. It contains all of the information you'll need to master all of the Prince's moves!

Boosting

Boosting enables the Prince to step on his enemies and jump over them. After Boosting off an enemy, the Prince can execute a series of actions that include the following options: attacking, grabbing, throwing, or rebounding off the foe. To Boost off an enemy, approach the foe and press the Jump button.

Grabbing

When the Prince has only his main weapon, he can grab and hold his foes and unleash a series of special actions. Once an enemy has been grabbed, the Prince can do any number of things including: throwing or push them, attacking, rebounding, or disarming the foe and using the enemy as a human shield.

Aerials

While in the air, the Prince can execute a series of lethal attacks against his enemies. In addition, he can grab and throw them, as well as rebound from walls, other enemies and environmental objects to attack them with even more force.

Combos

The Prince can chain an amazing variety of attacks together to create devastating combos. These attacks can be strung together with both single and double-handed weapons, as well as by using the Prince's Time Powers. To access a complete combo list, refer to the game's instruction manual or access the game's Combo List Menu from the Pause screen.

Time Powers

The Prince's Time Powers not only enable him to rewind and slow down time, but they're also used to pull off devastating attacks. These attacks include a powerful shockwave ground attack, as well as a light speed attack. While he will not have access to all of his Time Powers when his adventure begins, they will awaken as the game progresses.

The Prince expands on his acrobatic prowess from The Sands of Time with even more dazzling athletic maneuvers. Mastering the Prince's moves may be the only way to pass through these otherwise impassable circumstances. Practice your timing and guide the Prince safely though the most dangerous of scenarios with the following moves.

Wall Running

The Prince's athletic ability is second to none, and perhaps the most commonly used move is the wall run. By running up at a shallow angle at the base of a wall, the Prince can traverse large gaps and other obstacles by running along the side of a wall. Although he can't run along a wall forever, he can manage approximately 12 or so steps before losing his grip. This should provide enough distance to clear the most treacherous of pits. It is also possible to run straight up a wall to reach an overhead bar or panel.

Wall Jumping/Rebounding

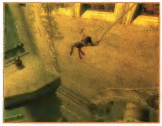
There are many circumstances in which the Prince is forced to leap from wall to wall to reach a ledge or balcony overhead. Many of these areas in the game will have two parallel walls spaced at the perfect distance for the Prince to jump back and forth. To execute this move, simply run up one of the walls, jump across to the other one, and then jump back and forth between the two.

The Prince can also rebound down two parallel walls by hanging off a ledge and jumping from one wall to the other. Rebounding requires two walls to be slightly further apart so that the Prince is descending, not ascending. Both wall jumping and rebounding require good timing and a steady rhythm.

Bar Swinging

The Prince can further boast his athletic prowess by utilizing bar swinging to travel across chasms and large pits, or ascend/descend through large areas. Jump or wall run onto a bar to get into a hanging position, then hold the Special Action button to make the Prince swing around the bar. Press the jump button to swing off the bar onto another object, like a bar, a wall, or a ledge.

Rope Swinging



Rope Swinging in *Warrior Within* is different from *The Sands of Time* in that ropes now hang from the sides of walls. To grab a rope, wall run over to it and the Prince will automatically grab it. Now slide down to the bottom of the rope and hold the Special Action button to start swinging. After gaining momentum, press the Jump button (while still holding the Special Action button) in stride to run along the wall to a second rope or ledge. It is also possible to climb up and down ropes and jump from them to reach destinations.

Tapestries

The Prince can also utilize his sword to slide down hanging tapestries that will glide him safely to the ground below. To glide down a hanging red tapestry, hang over a ledge with a tapestry beneath it, then drop down onto it and the Price will automatically grab the tapestry and slide down safely. Make sure, however, that solid ground is underneath the tapestry, as the Prince may have to jump off to another object.

Beam Walking

To traverse some of the higher levels of the fortress, the Prince must carefully walk across narrow beams and ledges. Balance is the key to staying on the beam; if the Prince stumbles off a beam, he will automatically latch onto the side of it. If the Prince starts to lean in one direction while crossing the beam, simply press in the opposite direction to counter balance.

The Powers of Time

At the end of his last adventure, Farah gave the Prince a special Medallion that enables him to control time assuming he has collected the Sands of Time inside its Tanks. As the Prince weakened certain enemies with his blades, Sand began to leak from their bodies. When the enemy was defeated, the Prince could collect a Sand Cloud, each one filling up a single Sand Tank.

The Prince begins this new adventure with access to only three Sand Tanks and, although they are not active from the outset, he will gain access to six throughout his journey. Sand gives the Prince access to many different powers that will help him through seemingly impassable circumstances.

Time Travel

Besides enabling him to travel back and forth between the past and the present, the Prince can use special Time Portals found in Warp Rooms to activate his Sand Tanks and gain new Time Powers and abilities. While traveling between the present and past via these Time Portals, new latent Time Powers are awakened. The Prince may also have to alter the past to progress in the present.

Powers of Time

Thanks to his Medallion, the Prince can invoke the Powers of Time as long as he has Sand in his Sand Tanks. As his adventure progresses, he will earn new and stronger Time Power abilities that will enable him to rewind, slow down time, speed up time, and unleash devastating attacks. The following sections discusses these powers in detail.

Recall

Just as in *The Sands of Time*, the Prince can rewind time by using the Recall power. This power enables him to reverse time and replay a previous mistake or enemy attack. The power timer displays how much time the Prince can rewind. Once obtained, simply hold down the Rewind/Slowdown button to rewind time to a desirable point.

Eye of the Storm

The Eye of the Storm Time Power enables the Prince to slow down time around him while he continues to move at the same speed. Although it lasts for a limited amount of time, the Prince can use this power to bypass otherwise impossible obstacles and/or enemies. Tap the Rewind/Slowdown button once to activate the Eye of the Storm.

Eye of the Storm is one of the Prince's most valuable Time Powers because of the dual purpose it serves in the game. First, it enables the Prince to navigate and pass through traps and hazards that would otherwise cause him great harm. Second, it enables him to attack enemies with devastating results while they remain almost incapacitated due to the slowing of time.

Breath of Fate

Breath of Fate is a powerful time attack that hurts several enemies simultaneously. While holding down the Block button, also hold down the Rewind/Slowdown button to unleash a devastating ground attack. This Time Power attack is a great defensive maneuver when the Prince is surrounded and needs a little breathing room.

Ravages of Time

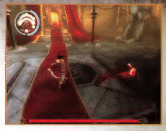
The Ravages of Time power lets the Prince perform a hyper-speed attack that instantly kills most enemies around him. The Ravages of Time Power works exceptionally well against multiple enemies and some of the weaker Bosses. When this power is invoked, the Prince can move at such a high rate of speed that blocking is next to impossible.

Wind of Fate

Similar to the Breath of Fate, this Time Power lets the Prince perform an even stronger ground attack that damages any enemy unfortunate enough to be in the surrounding area. To activate the Wind of Fate Power, hold down the Block button and press and hold the Rewind/Slowdown button slightly longer than for the Breath of Fate Time Power.

Because it takes more time to unleash the Wind of Fate Time Power, it's a bit tougher to pull off when enemies are fast approaching. If an enemy hits the Prince while he is invoking this Time Power, the attack will be interrupted. Use this Time Power wisely and make sure enemies are far enough away from the Prince so that there is time to execute it.

Cyclone of Fate



The strongest of the three ground attacks, the Cyclone of Fate Time Power requires the most time to execute. In fact, enemies may even interrupt the Prince as he attempts to use this power. To perform the Cyclone of Fate attack, while blocking, hold down the Rewind/Slowdown button until the Prince unleashes this devastating attack on his enemies.

As possibly the most powerful of the Prince's Time Powers, the Cyclone of Fate takes the most amount of time to pull off. As with the Wind of Fate, use it wisely and make sure the Prince is far enough away—or has enough time—to invoke it without being interrupted by an enemy's attack.

Persian Essentials

During his adventure on the Island of Time, the Prince will come across a variety of essential items that will aid him in his quest. In order to achieve his ultimate goal and stop the Sands of Time from ever being created, he will have to utilize them to the best of his ability.

Save Fountains

Throughout his journey, the Prince will come across numerous save Fountains placed in key locations around the Island of Time. Serving as checkpoints, these small Fountains allow you to save your game, as well as fully replenish the Prince's health meter. We recommend saving your progress each time you come across a save Fountain — you never know what's waiting for the Prince around the next corner!

Water

The Prince can replenish his health at virtually any body of water in which he can stand, be it a stream, pond or large fountain. While these areas will aptly refill the Prince's health meter, only special save Fountains will allow you to save your game.

Breakable Objects

Certain breakable objects, such as vases, boxes and containers, will reveal Sand Clouds that replenish one of the Prince's Sand Tanks. For this reason, it is wise to shatter every destructible object that the Prince can find when his Sand Tanks are not completely full.

Crates

Certain movable crates will help the Prince pass through seemingly blocked passages or climb up to otherwise unreachable heights. To move a crate, simply stand in front of one and hold the Special Action button, then move the Prince backward, forward and left or right to drag it to a destination. Crates can also be placed on floor panels to keep a door or passageway open.

Weapon Racks

In addition to obtaining them from fallen foes, breaking apart destructible weapon racks will also reveal Secondary Weapons that the Prince can pick up and wield against his enemies. Every time a new Secondary Weapon is found and obtained, it can be viewed in the Weapon Gallery via the Extra Features menu.

Sand Clouds

Sand Clouds are what fuel the Prince's Time Powers. These magical grains of Sand can be absorbed from certain fallen enemies or from breakable objects, such as vases and containers. For each Sand Cloud the Prince collects, it will replenish one Sand Tank in his Medallion.

Upgrade Pedestals

It is rumored there are several secret paths you may stumble upon throughout the Prince's stay on the Island of Time. Though dangerous and filled with deadly traps, his reward for passing them is an Upgrade Pedestal. Upgrade Pedestals present the Prince with a Life Upgrade, increasing his total health capacity. It is rumored there are a total of nine of these scattered throughout the Island of Time, and only when all nine have been collected, will the true path be revealed to the Prince.

Secret Chests

Scattered throughout the environment are a number of Secret Chests that unlock various pieces of Artwork in the Extra Features menu of the game. Some of these chests are easy to find, while others are well hidden.

THE PRINCE'S ARSENAL

The Prince can use a variety of main weapons, each with its own deadly attributes. Additionally, he can pick up an array of secondary weapons from four distinct classes: Swords, Axes, Maces, and Daggers. Each weapon also has its own unique attributes. These categories include: rate of damage, durability (amount of damage it can take before it breaks), and attack rate. There are also five secret, miscellaneous weapons that the Prince can discover throughout his journey, so keep your eyes peeled!

Main Weapons

EAGLE SWORD

ACQUIRED:
The Prince carries this sword at the start of his adventure, but soon learns a taste for chop is best at sea.

Deriving its name from the golden eagle's talon that extends from its hilt, this weapon has been preserved by the Royal Family since it was first discovered. Handed down from Father to Son as a rite of passage, it now belongs to the Prince. Over the past several years, he has trained tirelessly with this powerful weapon, mastering dozens of new combat techniques to supplement his already impressive skills; it is *always* at his side. And while it can dispatch most foes with the greatest of ease, there remains one creature completely immune to its power—the Dahaka.

WOODEN STICK

ACQUIRED:
The Prince finds this weapon on the beach that he gets washed up on.

The Wooden Stick is a weak replacement weapon. It can only chain together two combo attacks. The Prince must quickly replace it upon reaching the fortress on the Island of Time.

SPIDER SWORD

ACQUIRED:
The Prince takes this weapon from an enemy Sand Monster upon arriving in the Island of Time. As a sentient weapon, he thinks it is much [illegible] ones to be found.

Forged with intimidation in mind, this dark blade is crowned with several small spikes that are meant to represent the legs of a spider. Appearances, however, have never been more deceiving. In truth, this weapon is capable of inflicting only moderate damage, owing to its inefficient design.

SERPENT SWORD

ACQUIRED:
The Prince receives this sword from the reluctant Kaileena, who tells him it was used [illegible] prisoner. Hidden in the [illegible] tower.

The Empress, working in secret, forged this blade with her own hands. Its curved design is believed to allow for maximum damage, twisting and tearing at an opponent's wounds. Yet, the odd grooves and notches that adorn the blade hint at some mysterious dual purpose. It is kept in close proximity to the Throne Room, allowing her to maintain a constant vigil over it.

LION SWORD

The Lion Sword is a mystical sword that stores energy which can then be released with devastating results. Although this weapon is strong, it takes a decent amount of time to charge it up. During this time, the Prince becomes very susceptible to incoming enemy attacks.

SCORPION SWORD

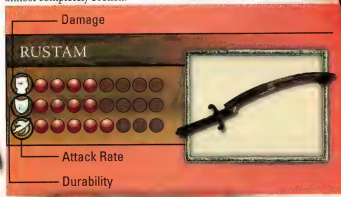
Legends speak of a time when the Earth Goddess Zam was nearly destroyed by a rival immortal. Ambushed, she was caught unprepared and knocked to the ground. As her assailant approached, she called out to her child, the Earth, for aid—and it responded. Its stones gave up their most precious metals, passing them through lakes of fire to melt them down, followed by layers of rock to shape them. The result was this unique sword, borne of the Earth. It is said that because of its origins, the blade can "speak" to the Earth itself, opening up pathways where none existed before. Upon finding this weapon, the Prince can return to previous areas and use it to reveal the island's secrets, as well as gain access to areas otherwise blocked.

WATER SWORD

The most revered weapon of them all! This sword, which is rumored to be the only weapon capable of bringing down the feared Dahaka, can only be obtained once the Prince has found all of the island's Upgrade Pedestals.

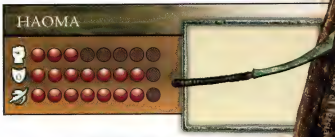
SECONDARY WEAPONS

Secondary weapons are split into four main classes: Swords, Maces, Daggers and Axes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. In addition to varying sets of attributes, each class can also be used to execute a unique special attack. Almost all secondary weapons will take damage and deteriorate as they are used, eventually breaking completely. The Weapon Frame, to the right of the Prince's Life Meter, displays the class of weapon and its state of damage. When the weapon turns from white to red, it is almost completely broken.



SWORDS

The Zarich sword is the Raiders' weapon of choice.



YASHT

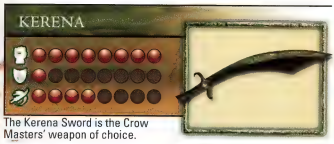
ASTO

VANAN'T

AGAS

The Agas sword is the Assassins' weapon of choice and will give its user the ability to steal an opponent's life-force and transfer it to himself.

KERENA



The Kerena Sword is the Crow Masters' weapon of choice.

SROSH

The Shrosh sword is the main weapon for the Empress; Imperial Guard. Extremely powerful, this weapon cannot be broken.

CAMROS

RUSTAM

FRAVASHIS

The Fravashis sword is the Shadows' weapon of choice. This sword is incredibly powerful, but it draws its strength from whoever holds it, lowering their life-force with each blow.

MAINYU

TASAN

MAHRE

DENA

ASMAN

AXES

AIRYAMAN

ALLATUM

NATAT

APAOSA

The Apaosa axe is the Keepers' weapon of choice, and while it's powerful in melee combat, it can also deliver devastating damage if thrown.

VIDATU

AHURA

DRVASPA

APAM

ERETA

MAINYU

MENOG

The Menog mace is the Executioners' weapon of choice and has the ability to knock its victim to the floor, rendering them open to additional attacks.

BAHRAM

BAGA

MACES

PERIS

ZEND

VATA

SRAOSA

DAGGERS

KHARA

INDRA

ABATHUR

The Abathur is the Silhouettes' weapon of choice.

ARMAITI

YAZATA

The Yazata Disc: Blade of the Bladedancers' weapon of choice.
While this weapon does only moderate [illegible] of killing an opponent in a single blow [illegible]

VAHISHTA

HIDDEN

HOCKEY STICK

LIGHT SWORD

PINK FLAMINGO

RAYMAN FIST

TEDDY BEAR

GOOD & EVIL

The cast of characters in Prince of Persia: Warrior Within is relatively small, but each character plays an equally important role in the Prince's journey to destroy the Sands of Time. Whether it's helping—or hindering—the Prince on his quest through time, every person he encounters will surely be significant.

The Prince

As the end of Prince of Persia: Sands of Time, the Prince saved his father, his people, and perhaps all of Persia from the unrelenting Sand Monsters he unwittingly unleashed. Having unearthed the Sands of Time on a palace full of unsuspecting guests, the Prince had to find a way to undo the plague he had released upon the world. He eventually succeeded by reversing time[md]resurrecting those who had died[md]and returning the Sands, erasing the horrific events from the timeline.

Or so he thought…

A great deal of time has passed since the events chronicled in The Sands of Time. The Prince is preparing to accept control of the kingdom from his ailing father, take a wife and future Queen, expand the Empire and carry the knowledge of Babylon to the edges of the world. But, instead, he finds himself running for his life[md]something terrible is chasing the Prince.

Every night it appears, tracking the Prince with relentless fury. Locked doors don't slow it down, walls cannot contain it, and no weapon can harm it. As such, the Prince is forced to run[md]night after night[md]through the dark and shadowy back alleys of Babylon, until he can lose the beast for mere short periods of time.

The pursuit has taken its toll on the Prince. Gone is the sparkle in his eye, the light—hearted humor that once colored his speech and his romantic notions of glory and love. All have been replaced by one dark directive—survival. With each passing day, the Prince grows weaker and more despondent. He has exhausted all logical explanations; all rational methods of dealing with this monster end in failure.

Eventually, he is forced to seek the counsel of his mentor and friend, a mystic sage. He is the only person with whom he has shared the secret of his adventures at the Sultan's palace. It is this Old Man who tells the Prince the extent of what is chasing him, an undefeatable monster spawned by the Prince's disruption of the Timeline. The Prince should have died in the Sultan's palace, but he was able to travel back in time and survive. The beast has come to show the Prince his proper fate… and nothing can stop it.

The Prince insists that there must be something he can do. However, the Old Man replies that this creature cannot be stopped. The Prince believes he has a chance, though: Stop the Sands of Time from ever being created by traveling back to their birthplace in time.

Much has changed since The Prince's last adventure at the Sultan's Palace. He has proven himself on the field of battle, saved thousands from certain death, and has been forced to keep the knowledge of these events entirely to himself. Memories of past events have bottled up inside him, causing great tension and inner conflict.

He is short-tempered with the palace servants, arrogant towards his father (who will never know the trials he has endured), and has shunned the affection of Babylon's eligible women. All of his free time is spent training, honing his combat skills and refining his many abilities in an attempt to stay one step ahead of the unrelenting beast that pursues him.

The Old Man

The Old Man has looked after the Prince since he was a child, treated him as his own. The Prince's natural father, the King, was often too busy waging wars and forging empires to properly look after his son. Therefore, the King sought the wisest man in the kingdom to care for his son. The Old Man teaches the Prince with unfailing devotion and dedication. He has long been the Prince's mentor.

When the Prince realizes he cannot defeat the creature that is pursuing him, he wisely turns to the Old Man. Living somewhere deep within Babylon, this old mystic seems to be in touch with knowledge and understanding far deeper than any human possesses.

The Empress of Time

While the Empress of time is mortal and physically beautiful, she is certainly not human. She was made eons ago by the Gods, as unwitting byproduct of the creation of the Timeline. Consequently, she carries part of the Timeline within her, making her incredibly powerful.

Although she exists only in the past, she commands a seemingly unstoppable army of Sand Creatures in the present thanks to several portals scattered throughout the fortress on the island. And although she has been long dead when the Prince first arrives on the island, her presence can be felt everywhere. When the Old Man warns the Prince about the Island of Time, he is most vocal about the Empress. She is matchless in her cunning and strength and completely without mercy.

Shahdee

Some say that Shahdee was created in the Empress' own image. Like everything else on the island, she exists to serve the Empress of Time. But, unlike the rest of the Sand Creatures, she enjoys a small degree of autonomy, functioning as the Empress' second in command.

Nevertheless, the Empress is not the kindest of masters, and Shahdee has suffered years of terrible abuse at her hands. Over time, she has come to hate her maker, secretly devising ways to either escape the island or kill the Empress. She's just waiting for the opportunity to present itself.

Kaileena

The Prince first meets Kaileena as a hapless servant of the Empress. He rescues her from Shahdee, and to repay the debt, she assists the Prince by explaining how to access the fortress' Throne Room to prevent the creation of the Sands of Time. As she continues to help the Prince, he develops feelings for her and we suspect she develops feelings for him as well. But there may be more to Kaileena than meets the eye…

The Dahaka

A massive, mythical creature spawned by the Prince's disruption of the Timeline, the Dahaka is the Guardian of the Timeline. When something exists in the Timeline that should not be there, the Dahaka is sent to erase it. Since the Prince should have died in the Sultan's Palace, the Dahaka has been sent to remove him.

This huge beast follows our hero with a single purpose: ending the Prince's life. The Dahaka appears sporadically, traveling through reality in a swirling black void. As it approaches, the ground trembles and unsuspecting bystanders are forever pulled into this gaping emptiness, never to return. This beast is surely not of this world.

The Dahaka knows [illegible] purpose. Walls and weapons mean nothing [illegible] killed, but [illegible]

The Sandwraith

Very little is known about this mysterious figure. Some say it's an artifact of time travel spawned when two instances of the same person occupied the same time period. Others believe it's an ally of the Dahaka, aiming to assist the creature in his time-controlling duties. Regardless of what drives it, the Sandwraith is incredibly powerful and its dark intelligence adds to its overall mystery.

THE PRINCE'S ENEMIES

The Sands of Time flow freely across the Island of Time, corrupting everything in their wake. Anything that escaped their influence was long ago conquered by the Empress. Only a select few were spared mutation, and the Prince will soon discover he's not the only human on the island. Be it blood or sand in their veins, one thing remains unchanged: All creatures on the Island serve the Empress.

Assassin

5.4 FEET | Algar Sword | 110 LBS

The strongest and most agile of the Bladedancers, these remorseless killers are considered the Empress' favorites, owing to their incredible athletic skill and mastery of the disc-blade and dagger. Assassins are fervent believers in the concept of passionate to gain, meaning they are unlikely to disengage from an opponent, even when the odds are against them.

STRENGTHS

Assassins are even more nimble than Bladedancers. This means they can dodge most conventional attacks and most sophisticated athletic maneuvers thrown at them by their attacks.

WEAKNESSES

Once an Assassin gets grabbed, there is no way for her to avoid an opponent's attacks.

SPECIAL ATTACK

Assassins are capable of utilizing the backstab maneuver. Additionally, they can perform a sweep attack to knock enemies to the floor.

Bladedancer

5.4 FEET | Yazata Disc-Blade | 110 LBS

The Bladedancers are lithe, swift and seductive—a deceiving combination. Destined to serve the Empress, they now guard the various embassies and ceremonials of the Palace, keeping the upper classes secure and free from intruders. They are extremely accurate upon hurling every from opponents before being lunge with a series of razor-sharp disc-blades. After dispatching their prey, Bladedancers then vault back into battle and cause damage with fierce melee combat.

STRENGTHS

Bladedancers are quite acrobatic, capable of unleashing complicated moves like deadly flips and spins. Although the Yazata Disc-Blade doesn't inflict much damage in melee combat, an accurate throw can decimate an opponent with a single blow.

WEAKNESSES

Bladedancers are poorly armored, which makes them easy targets with a few well-placed hits. Grappling a Bladedancer will also render its acrobatic maneuvers useless.

SPECIAL ATTACK

These creatures can pull off deadly backstab attacks, leaping over their opponents to access more vulnerable areas.

Brute

22.96 FEET | Massive Fists | 1.2 TONS

Lumbering hunchbacked by the Empress, these massive flesh golems are composed of the remnants of fallen warriors—those who fought the Empress and failed. Tattered, bloody bandages hold the abominations together where magic avoids. Despite its patchwork appearance, the Brute is easily one of the island's most dangerous residents. This creature employs a variety of attacks, ranging from stomping the ground with its massive and yet deceptively dexterous fingers; opponents are then snatched up and flung far away.

STRENGTHS

The Brute's immense size affords it great strength, enabling it to deal out tremendous damage with a single blow. It is also heavily armored from the front.

WEAKNESSES

The armor worn by the Brute does not extend to its backside, leaving this region of the creature open to attack.

SPECIAL ATTACK

The Brute utilizes a trample attack, in which it runs over opponents before picking up their prone bodies and tossing them away.

Crow

.98 FEET | BEAK AND CLAWS | 3 LBS

Native to the Island, these small winged creatures generally resemble crows, but they possess a killer instinct unique to the species. They often work together to distract and harm their enemies. Capable of communication, these crows have a sinister sense of organization.

STRENGTHS

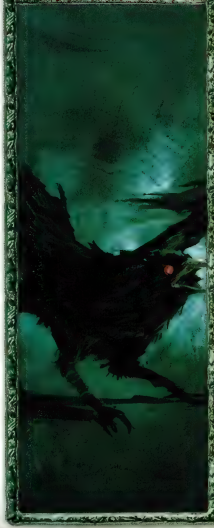
Swift and nimble, Crows are dangerous in groups. They often wait for their prey to turn his or her attention away before diving in for an attack.

WEAKNESSES

The Crow isn't particularly strong, so its attacks won't inflict much damage. A single blow will usually knock down a Crow.

SPECIAL ATTACK

Keen eyesight enables these flying creatures to track their enemies from afar, attacking at the most opportune moment.



Crow Master

0.89 FEET | KIBENA SWORD | 160 LBS

A powerful being said to lead the Crows in their raids to purge the island of intruders. It is unknown whether the Crow Master was created by the Empress, or is simply a byproduct of her enchantments. Either way, care should be taken when the Crow Master appears.

STRENGTHS

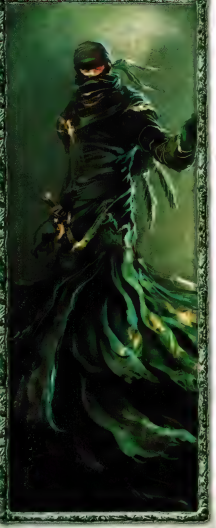
The Crow Master can levitate off the ground and perform graceful floating attacks that are difficult to dodge.

WEAKNESSES

This creature has difficultly defending against acrobatic attacks.

SPECIAL ATTACK

The Crow Master can summon Crows to aid him in battle. When threatened, the Crow Master can also teleport by transforming into multiple Crows.



Executioner

0.07 FEET | MENOG MACE | 180 LBS

Unlike the Keepers and Pirates who serve beneath them, Executioners suffer from lack of intelligence or insecurity. They are powerful dedicated warriors who aim solely to please the Empress of Time. These creatures should be handled with extreme caution.

STRENGTHS

The Executioner is an exceptionally skilled warrior, capable of powerful strikes and the ability to block most conventional attacks. This creature's Menog Mace can knock opponents to the floor, rendering them susceptible to additional damage.

WEAKNESSES

The Executioner has no known weakness.

SPECIAL ATTACK

Can penetrate an opponent's defensive stance, rendering traditional blocking maneuvers utterly useless.

Griffin

10.4 Feet | Claws, Beak and Tail | 2 Tons

Rumor speaks of an ancient, mystical beast that dwells beneath the Island of Time. The Empress has put it to use guarding the island's most valuable artifacts. Few creatures can match the power and ferocity of the Griffin. This massive, winged creature is capable of swift flight, allowing it to dodge most conventional attacks. It swings its bulky wings to fend off pesky opponents. The Griffin is said to be hundreds of years old, leading to speculation that it can regenerate itself over time.

Strengths

The Griffin's strengths are numerous, including the ability to fly and regenerate health over time.

Weaknesses

The Griffin has no known weakness.

Special Attack

When angered, the Griffin rears up on its hind legs before slamming into the ground. This produces a devastating shockwave, obliterating anything in its path.

Imperial Guard

0.50 Feet | Short Sword | 180 Lbs

These magnificent warriors are truly a sight to behold, as their combat prowess is second to none. Originally created to manage the enslaved villagers who built the Empress' Fortress, they now manage the twisted army that inhabits it.

Strengths

Imperial Guards are incredibly skilled warriors, capable of parrying most conventional attacks and dealing out significant damage in return. Note that the Great Sword cannot be broken.

Weaknesses

The Imperial Guard has no known weakness.

Special Attack

Unknown.

Keeper

5.9 Feet | Apaona Axe | 170 Lbs

Keepers are fierce warriors, capable of devastatingly powerful attacks. However, their combat skill is offset by remnants of their self-serving personalities. They are often too busy seeking approval from their superiors (Lexakanoro) and knowing their subordinates to function effectively. It is wise to exploit this weakness.

Strengths

Keepers are incredibly tough with high stamina and efficient armor. It takes several direct hits to kill them.

Weaknesses

Keepers are very slow due to their heavy armor. This makes them easier targets in battle.

Special Attack

The Keeper can knock an opponent to the floor and finish him off with a single blow.

Raider

5.74 FEET

Zarich Sword

100 LBS

Built from the remains of hapless pirates and merchants lured to the Island of Time, Raiders are mostly cannon fodder for the Empress' army. These simple sand creatures are not particularly dangerous on their own; however, it is rare to encounter a lone Raider, as they often travel in packs. On some occasions, they are joined by the more powerful Keepers and Executioners.

STRENGTHS

Raiders are capable of pulling off sophisticated, synchronized attacks. They will encircle their prey and strike from multiple directions at the same time.

WEAKNESSES

It's somewhat easy to avoid their attacks, either with a parried or a block.

SPECIAL ATTACK

Trained swordsmen, Raiders are capable of pulling off a deadly three-hit combo when the opportunity arises.

Scavenger

2.95 FEET

Paws and Jaw

70 LBS

More powerful than their Spike Beast brethren, avoid these creatures at all costs. Their powerful hind legs provide them with the ability to leap great distances and chase down enemies with terrifying speed. Their elongated jaws are lined with multiple rows of razor-sharp teeth capable of cutting straight through bone in a single bite.

STRENGTHS

Scavengers are more nimble than they appear, capable of powerful jump attacks that can knock down their prey. It is rumored that they can run along walls and chase down their foes.

WEAKNESSES

The Scavenger possesses no armor, nor can it counter or parry direct attacks.

SPECIAL ATTACK

Scavengers employ a "pack attack" approach after knocking down an enemy. When this occurs, nearby Scavengers will immediately descend upon the hapless victim.

Shadow

Unknown

Fravashis Sword

Unknown

Expertly trained in the art of stealth, these creatures can traverse the castle grounds unseen. The Empress often puts them to use overseeing her other creatures. Sword and dagger strikes will rip a wound to shreds long before they can locate the source of such vicious attacks.

STRENGTHS

The Shadow's greatest strength lies in its ability to move around unseen. It is nearly invisible to the naked eye.

WEAKNESSES

This creature has little in the way of armor or stamina. The Fravashis Sword draws its strength from its user, lowering health from the weapon's owner with each successive blow.

SPECIAL ATTACK

Shadows employ a deadly sneak attack, striking opponents and then flitting away.

Silhouette

6.23 FEET | Dual Abathur Daggers | 180 LBS

The Empress has experimented not only with corrupting life on the island, but creating it as well. An outer coating of shadow-like material enables the Silhouette to streak from place to place, defiy avoiding most conventional attacks. Such an unnatural creature must be met with equally unnatural force. It will take everything the Prince has to defeat these monsters.

STRENGTHS

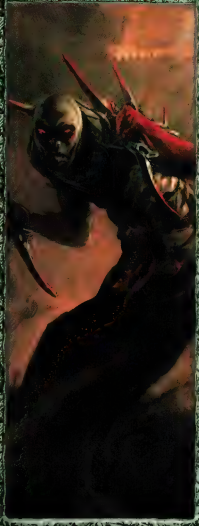
Incredibly quick, the Silhouette streaks about the battlefield, making it difficult to lock onto and attack.

WEAKNESSES

Silhouettes are extremely vulnerable to projectile weapons.

SPECIAL ATTACK

These creatures employ a dual dagger attack, launching two sharp knives in rapid succession.



Spike Beasts

3.28 FEET | Spike | 100 LBS

The Island of Time was once home to several bands of feral wolves, but the Empress turned these fierce fighters to her side through the use of arcane magic. She has further enhanced these creatures by gifting them with sets of hardened spines that they use to impale and immobilize their prey. A wave of pent-up energy is released in a powerful explosion when a Spike Beast nears death.

STRENGTHS

The Spike Beast utilizes a deadly charge attack. While dashing toward an enemy, it impales them on impact.

WEAKNESSES

A wise fighter can take advantage of the creature's erratic behavior. In particular, the creature's tendency to cause an explosion on impact will prove most beneficial.

SPECIAL ATTACK

When they are near death, Spike Beasts can unleash chaotic energy stored within, resulting in a powerful explosion.

Thrall

19.09 FEET | Massive Fists | 1 TON

To compensate for their relative weakness, these creatures have been outfitted with a set of sophisticated armor that affords them a high degree of protection. Their attacks are similar to that of the Brute and, as such, should be approached with great caution. They will not hesitate to crush anything in their path.

STRENGTHS

Thralls are quite powerful, sufficiently armored, and impervious to frontal assaults.

WEAKNESSES

As with the Brute, Thralls do not wear armor on their backs.

SPECIAL ATTACK

Thralls can grab opponents and throw them into walls.

WALKTHROUGH

THE PRINCE'S SHIP

PRESENT

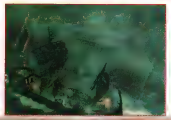
None

Eagle Sword

OBJECTIVE

Get to the Island of Time.

The story begins on the deck of a rain-swept ship in the middle of a tumultuous ocean. Onboard is the desperate and exhausted Prince, who has been on a long and arduous journey to locate the island birthplace of the Sands of Time. As the ship approaches the island, it is attacked by a horde of Sand Monsters led by a female warrior named Shahdee. Not one to back down from a fight, especially when he's so close to his goal, he rallies the crew and joins the fray.



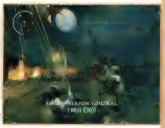
1. Fight past the Raiders on the deck.

2. Climb out of the ship's hull.

3. Battle Shahdee on the bridge.

Learning the Ropes

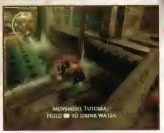
This portion of the game works as a tutorial to get the player familiar with its robust and complex combo fighting system. To see the complete list of attacks and combos, refer to the "Combo List" chapter in this guide, or you can access it via the Combo List from the Pause Menu. While fighting across the ship's deck, various on-screen messages appear describing various attacks and combos. Take some time at this stage of the game to learn the basics of the Prince's combat moves and follow all the on-screen prompts to correctly execute them.



To progress through the level, continue to fight the various enemies while heading toward the explosions and flying debris. As a fellow crewman falls to his death, the deck's wooden flooring caves in, sending the unprepared Prince downward into the ship's bowels.

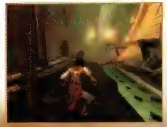
Water, the Elixir of Life

The Old Man says, "Water is life" and by drinking this precious liquid from Fountains or other sources, the Prince can heal his wounds and restore himself back to full health. To drink, press and hold down the Special Action button when standing in or next to a water source until the Prince's Life Bar is completely filled.



The Bowels of the Ship

Venture through the ship's interior until you encounter a room with a column in the middle. Use the column (follow the on-screen prompts) to execute a deadly acrobatic attack against the Raiders. The two options result in different scenarios: Hold down the Attack button to execute a Shredder move, swinging around the column while using the sword to decapitate any Raiders. Or, hold down the Grab button to execute a Spinkick, swinging around the column and using the resulting momentum to kick the opponents with bone crushing force.

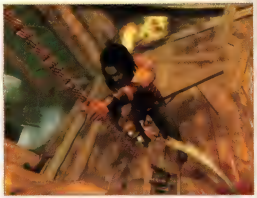


Acrobatic Attacks

Skilled and agile as ever, the Prince can make use of the environment to perform a variety of acrobatic attacks that will give him the upper hand against his foes. In addition to walls, the Prince can use columns, ladders, and even other enemies to his advantage.

Encounter on the Bridge

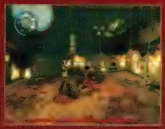
As the ship takes even more damage, the Prince uses the rope and pulley to launch himself back onto the deck and out of harm's way—for the moment. The mysterious female who ordered the assault waits for the Prince. Continue to fight toward the left side of the ship, then climb the stairs to the bridge.



SHAHDEE

This mysterious and brutally savage woman clearly wants to stop the Prince from reaching the island. Not one to back down from a fight, he eagerly engages her in combat; even as the flames close in around them.

Shahdee launches a series of lethal combo attacks, using her dual blades to swing, strike, and impale the Prince. To counter these attacks, try to block them and patiently wait for a break to retaliate with an attack from the Prince. Aerial attacks work especially well when Shahdee's defenses are down. Press the Jump button followed by the Attack buttons while moving toward her to jump over her, then slice or kick her on the way back down.

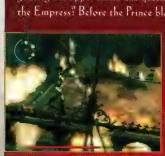


Also, use the railing that surrounds the bridge to perform a variety of acrobatic attacks. Move the Prince toward the railing, then press the Jump or Attack buttons to launch a flying attack.

If the opportunity arises, Shahdee will also grapple with the Prince, sword to sword style. When the two engage in this deadly embrace, rapidly press the Attack button to gain leverage and overpower her. You can even counter some attacks by pressing the Block button in tandem with the Attack buttons at the moment Shahdee strikes.

Block constantly and be patient, timing any retaliatory attacks when she finishes her last blow. Shahdee often completes a string of combos with a final piercing stab in the air. When this occurs, get in a few hits before she can block the Prince's blows.

The fight is tough and Shahdee is ruthless, but the Prince is no stranger to weapons combat. Seeing that he is gaining the upper hand, she quickly disarms him and tosses him overboard into the churning waters. Did she say the Empress? Before the Prince blacks out, he flashes back to his last fateful visit with the Old Man.



SCARRED FOR LIFE

At one point during this battle, Shahdee's blades slice the Prince's face. This wound leaves a scar that remains throughout the rest of the adventure.

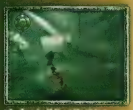
WRECKAGE

PRESENT

OBJECTIVE

Reach the Fortress Entrance.

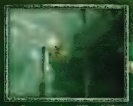
Wooden Stick



1. Fend off the attacking Crows and navigate the fortress ruins.

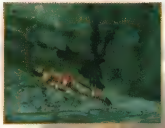
2. Find the two Secret Chests hidden in the environment

3. Drink from the Fountain and save your game.



4. Traverse the cliffs, walls and columns, then breach the fortress entrance and fight the Raiders.

The Prince awakes from his vision to find himself swept onto the beach of the Island of Time. From the looks of the decaying shipwrecks littering the shores of the island, he won't be returning to Babylon any time soon. His first goal is to find a way to breach the ruins and gain entrance into the massive fortress that rests on the island.



1 Since the Prince's swords went down with his ship, he must make do with a piece of driftwood until he can find a suitable replacement. Fend off the attacking crows with simple attacks, then follow the shoreline along the beach.

Follow the on-screen prompts to familiarize yourself with the camera and controls while exploring every nook and cranny of this area. You'll find a hidden **Secret Chest** tucked away on the opposite side of the steps. 2

3 Take the steps and follow the broken path, pressing the Jump button while running to leap across the gaps. Continue to follow the on-screen prompts, making sure to save at the **Fountain**.

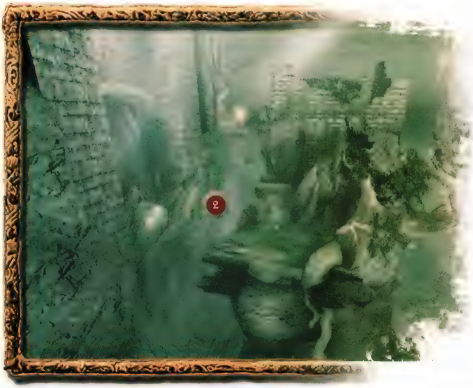
Secret Chests

Break open these cleverly hidden **Secret Chests** to reveal and unlock a variety of artwork and illustrations that can be viewed from the Title Screen via the Extra Features option.

Fountains

In addition to replenishing the Prince's health, these special **Fountains** imbue the Prince with the ability to mark his progress and save the game. Make sure to save each time you come across one.

1 Follow the on-screen prompts to traverse the cliff wall, drop down to grapple underneath the outcropping, then pull the Prince back up to continue. On the other side of the ruins, climb up to the small ledge and follow it around until the Prince can go no further.



2 Leap across the chasm to the opposite cliff, then move the Prince along the ledge to the right until you can climb onto the platform. Run up the wall and continue along the path.

3 This next portion of the ruins provides a nice chance to familiarize yourself with wall running. Press and hold the Special Action button while moving the Prince toward the wall to make him run straight across and drop down to the ledge on the other side.

4 Just past the wall portion, then jump from column to column to access the ledge above. Jump and grab the smallest ledge, then climb up and rotate the Prince until his back is facing the next closest ledge and press the Jump button. Continue to do so to reach the top.

5 There is a **Secret Chest** up here against the wall to the right. Break it open to unlock the Artwork and continue along the path to the left.

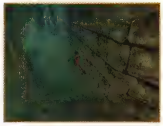
6 To breach the first set of fortress doors, follow the on-screen prompt and roll through the small hole at the bottom. Once on the other side, he will encounter a pack of Raiders.

THE MAP

The overview map of the Island of Time lists the Prince's current objective, noted with a red "X." The Prince's location is also shown.

Breach the Interior Walls

To get across the first pit, run along the left wall. To leap across the gap and land on the ledge to the left, the second pit requires that you run along the right wall, then press the Jump button toward the end of the Prince's run. Use the dark portion of the wall as an indicator for when it's time to jump.



Dispose of another set of Raiders on the other side, then follow the steps up to the gated entry. Its iron bars may block his path, but they are no match for the Prince's agile dexterity. Hop onto the small step to the left of the gate and press the Special Action button to run vertically up the wall and grab the ledge at the top. Once inside the fortress' gates, the Prince discovers that he's not alone…

THE RUINED FORTRESS

PRESENT

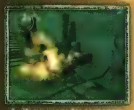
Spider Sword

None

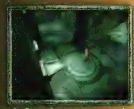
OBJECTIVE

Reach the Fortress Entrance.

The massive fortress is straight ahead; its ominous towers and decaying precipices mock the Prince with their dark and seemingly impenetrable stone walls. Sensing something evil in the air, the Prince's instincts kick in and he attacks Shahdee before she can draw first blood. More shocked than injured, she orders her minions to kill him while she sprints away.



1. Use a secondary weapon to fell the attacking Sand Monsters.



2. Enter the access way and drink from the Fountain.

3. Defeat the Crow Master and gain entrance into the ruined fortress.

4. Scale the walls and find a way into the neighbored, trap-filled hallway.

5. Decipher the mystery of the Warp Room and earn the Time Power Recall.

Double Your Weaponry

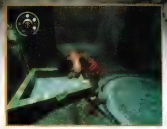
The Prince calls on his acrobatic skills to disarm and eliminate the first set of Raiders, instinctively grabbing one of their weapons for his right hand. You may have grabbed a weapon from a fallen foe earlier or disarmed an enemy in battle. Either way, follow the on-screen prompts to learn how to pick up and fight with a secondary weapon.

Secondary Weapons

The Prince can carry and wield two weapons simultaneously. The Prince's main weapon is typically a sword, but secondary weapons can include daggers, maces, axes, and more.

Secondary weapons can sustain a certain number of hits before they break. They also have a specific rate of attack and deal different amounts of damage. Additionally, each class has a unique special attack. You can view the status of a secondary weapon via the Weapon Frame, which appears to the right of the Prince's Medallion in the top-left corner of the screen. As the weapon weakens, it changes color from white to red (its damage status). As a general rule, it's always a good idea to carry a secondary weapon whenever possible.

The decaying steps leading to the Fortress abruptly drop off into an abyss. Since this way is a dead end, return the way you came and head through the newly-opened door to the left of the gate. Inside this hallway, use the Fountain to replenish the Prince's health and save your game, then run along the left wall or leap the gap.



Breakable Objects

During this quest, the Prince will come across an assortment of objects and items that can be destroyed with his weapons. While many will just break and shatter, some objects will reveal **Sand Clouds** while others, such as weapon racks, will offer up new secondary weapons!

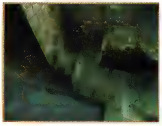
Meet the Crow Master

Jump across the next small pit and continue through the doorways. On the other side, the Prince encounters a new enemy—the Crow Master. This robed sentry controls the crows inhabiting the island and will do everything in his power to keep the Prince from moving onward.

Make sure to block the Crow Master's slicing attacks. You can easily telegraph them by watching his arm, as he deliberately raises it above his head before bringing his sword down. The Crow Master typically attacks in combos of two and four hits.

The Crow Master is adept at blocking but quick hits and combos, as well as acrobatic attacks, will catch him off guard. Be aware of the environment when using acrobatic aerial attacks, as it's easy to over jump your target and fall over a ledge. After a series of solid hits, the Crow Master disappears in a cloud of feathers.

Although it looks like the Prince has reached a dead end, his acrobatic skills enable him to continue. Run up the wall to the left of the entryway and grab the ledge. From here, vertically run up the wall and press the Jump button at the top to jump across to the opposite ledge.

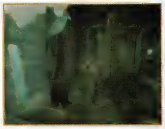


Now horizontally run along the wall to the left until the Prince reaches the growth of ivy, then press the Jump button to leap over to the pillar across the way. Jump from pillar to pillar and then onto the platform below, where the Crow Master is waiting to continue the fight.

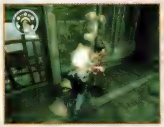
The Crow Master Revisited

This second battle against the Crow Master is just as tough as the first one. Continue to block his blows and quickly retaliate when he finishes a string of combos. Once again, he disappears before the Prince can finish the job, only to re-materialize on a ledge high above.

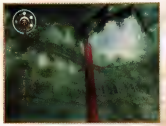
Horizontally run along the wall over the doorway to reach the ledge on the other side. From here, turn around and double back, horizontally running along the same wall once again, except this time the Prince will grab a small ledge above. Pull him up and move to the left, then jump up, grab the next ledge and pull the Prince up once again. From here, leap over to the hanging pillar behind him, then rotate the Prince around to the opposite side and jump to the platform where the Crow Master is waiting to engage in battle yet again.



This last battle will take care of the Crow Master once and for all. As before, block and quickly parry his attacks with a few solid hits. When he finally goes down, take his weapon for good measure. Locate the wall panel on the back wall and activate it (vertically run up the wall over it). This opens the door to the left, allowing the Prince to gain access inside.

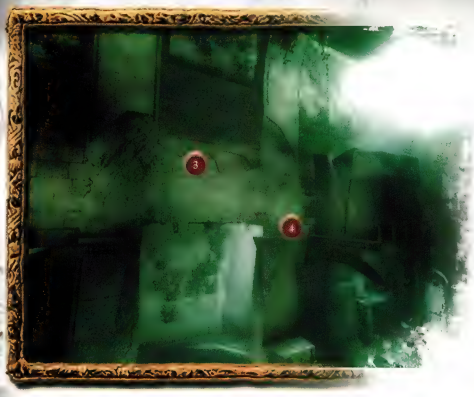


The Entry Room



1 Horizontally run along the wall until the Prince reaches the hanging red tapestry. When this occurs, the Prince automatically grabs it and slides down to the floor. Fight the Raider patrolling the area, then climb up the rubble to the base of the stone pillar along the left side of the room.

2 Vertically run up the pillar to grab the ledge at the top. From here, shimmy the Prince around to the left and pull him up to the ledge. From this location, he can get onto the dilapidated walkway.



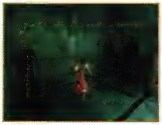
3 Fight the Raider, then follow the walkway to the right and then horizontally run along the next wall, just passing over the gap of the entryway below. The Prince will automatically grab the ledge on the other side.

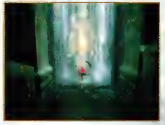
4 From here, drop down so that the Prince is hanging from the ledge, then shimmy to the left. While keeping a handhold in the crevice, grapple around the opening to gain access into the hallway on the other side.

The Haphazard Hallway

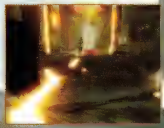
It looks as if this hallway was once filled with deadly traps and obstacles used to keep intruders from gaining access to the room at the other end. Perhaps due to the passing of time or lack of upkeep, these traps are no longer in proper functioning order. The first trap is a buzzsaw that moves up and down the length of the wall, except this one seems to be stuck at the edge of the pit. To avoid this trap altogether, run horizontally along the right side of the wall.

Around the corner, a series of spiky poles jut out from the floor, but break down before their rusty spikes can slice through the air. Continue past them, then head through the curtain of water into the room beyond.





Save your game at the Fountain, then head into the interior of the circular room. Upon entering the room, the Prince spies Shahdee in the middle of a swirling sand vortex. Before he can reach her, she disappears. The Prince then steps into the sands, prompting time to shift and warp around him. When the room stops shifting, the Prince looks to be in the same room—except everything that was old is now new... Before he can react to this strange set of circumstances, Shahdee launches a surprise attack and runs away once again.



The Powers of Time—Recall

Thanks to the Talisman Farah relinquished at the end of his last adventure, the Prince still has the ability to control time. These abilities, which lie dormant within the medallion's sand slots, are activated over time. By passing through the time portal in the Warp Room, the Time Power of Recall (the first of nine powers) is activated.

This power enables the Prince to rewind time to cancel a mistake or avoid an enemy attack. The crescent-shaped Power Timer (located inside the Prince's Medallion) displays how much time the Prince can rewind (a full timer represents eight seconds). To activate Recall, press and hold the Rewind/Slow Down button. When you're finished, release the Rewind/Slow Down button to resume play. Note that each rewind uses one time slot.

FIRST STEPS IN THE PAST

PAST

1. On the walkway inside the Entry Room.

Spider Sword

OBJECTIVE

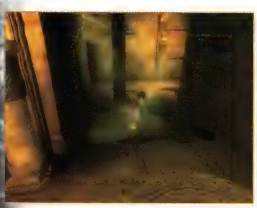
Chase the Girl in Black.

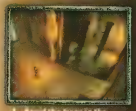
Having stumbled upon a time portal, and as long as it is active, the Prince can use it to travel back and forth between the past and the present. Still smarting from the surprise blow from Shahdee, he decides to give chase.

What Is Old, Is New

Inside the hallway beyond the Warp Room, the Prince finds that the same traps that were previously in disrepair are now functioning. The spiky poles, which spin back and forth across the floor, are covered with razor-sharp blades. Since they're moving at a slower rate of speed, simply run between them as they move away from each other.

The buzzsaws around the corner are tracking up and down the walls on either side of the pit. Pick a side and wait for the whirling blade to track down below the floor and into the pit. When this occurs, run along the wall and over the blade before it changes direction. If the Prince takes damage from either trap, don't forget to use the Time Power of Recall to rewind time and try again.





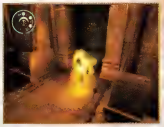
1. Avoid the traps in the hallway.

2. Unlock the door in the Entry Room.

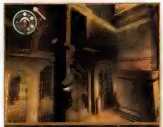
3. Slay the Silhouette enemies.

4. Enter the fortress.

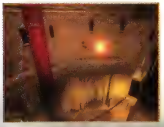
Around the corner, the Entry Room is the same as it was before, except it's no longer in disarray. There is also a large welcoming committee of Raiders waiting for the Prince. Fight them to the death, absorbing the Sand Clouds left behind in their wake. 1



2 The door across the room is sealed shut, blocking the Prince's exit, so jump and grab the wooden pillar to the left of the hallway entrance and climb it. At the top, jump over to the stone column and grab the ledge. Shimmy to the left and pull up onto the walkway. There's a **Secret Chest** up here, so unlock its contents before moving onward. 3



4 Follow the walkway around to the left, then run along the wall to make the Prince grab the ledge of the stone outcropping. You can pull up if you want, but you need to drop back down and shimmy around the outcropping to the left to pass by the large chain blocking the Prince's path.



5 Pull the Prince up once he reaches the other side, then jump over to the walkway behind him and follow it around until it ends. Run along the wall to activate the switch, and hold down the Special Action button until the Prince reaches the tapestry. 6

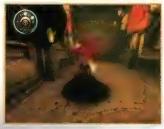
The panel opens the door below, but the door is set to a timer. Head through the exit, but note that the door will close after a few seconds.

Which Way to Go?

Back outside, enter the hallway straight ahead, which leads the Prince back toward the steps to the fortress entrance. To get past the set of spiky poles, hug the right wall and move past the first one as it begins to track to the left. Hesitate for a moment at the next one, then quickly dart past it as it also changes direction. You can also press the Jump button to execute a roll to dodge the sharp blades.

Patience and timing are all that's required to get past the next set of three spiky poles. Just wait for an opening and thread the Prince through, weaving around them to the safety of the other side. Make sure to save your game and replenish the Prince's health at the **Fountain** around the corner.

The Shadowed Sentries



As the Prince enters the courtyard leading to the fortress, he encounters a new enemy, the Silhouette. These monstrosities are capable of twisting themselves into improbable shapes, making them extremely difficult to target. An outer coating of shadow material enables the Silhouette to streak from place to place, deftly avoiding most conventional attacks. However, they do have a weakness: an accurately thrown weapon will decapitate them in one fell stroke. Target them from a distance and throw a secondary weapon at them. If you don't have a secondary weapon, unleash quick combo attacks to keep them from darting away and retaliating.

Continue up the long staircase that leads to the fortress but be prepared to fight a pack of Raiders and another Silhouette. When the path is clear, head through the massive doors of the fortress to find out what dangers await the Prince next.

THE FORTRESS REBUILT

PAST

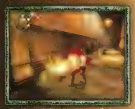
Spider Sword

None

OBJECTIVE

CHASE THE GIRL IN BLACK.

Finding himself inside the massive fortress on the Island of Time, the Prince is on the trail of Shahdee, the mysterious woman who wants him dead. If he can catch up with her, perhaps he can find out more about the Empress.



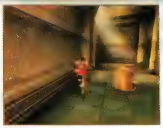
1. Avoid the traps and fight the Raiders while traveling to the Central Hall.

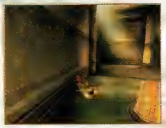
2. Use the Prince's acrobatic skills to find a way up to the balcony exit.

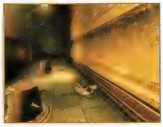
3. Survive even more traps in the halls of the Southern Passage.

GET TO THE CENTRAL HALL

Inside the fortress doors, a trap in the form of rotating blades appears. To avoid their long, sharp edges, wait for the blade to pass by, then quickly follow after it. Press the Jump button to roll underneath in case your timing is off. Make sure you clear its completely once you're on the other side.





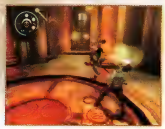


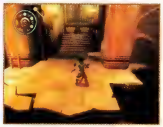
Leap across the pit toward the back wall to land on the small ledge. From here, jump and grab the next small ledge, then pull the Prince up and repeat the process to grab the next ledge above. Shimmy down the length of the wall to the right, then drop down to the bottom ledge and jump across the pit to the floor on the other side. Roll through the series of rotating blades, then head into the Central Hall beyond, where the Prince encounters more Raiders barring his path.

This massive hall looks as if it is used for some sort of ritual, although the strange pedestal and markings along the floor remain a mystery for the time being. Put the Prince's fighting skills to the test by annihilating the Raiders in the area.

TIME TO SAVE?

You can leap across the chasm and save your game at the Fountain, although the path you need to take is back on the other side. The decision is yours.





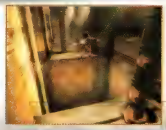
The Central Hall: Past

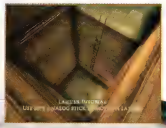
1 From the Central Hall's entrance, jump up to the ledge on the left. Continue to climb up to the highest ledge, then jump across to the closest pillar. Rotate the Prince so that his back is facing the pillar to the left, then jump toward it. From here, turn and jump to the next pillar, then jump over to the platform on the other side of the room. 2

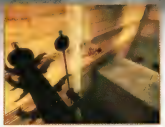
3 Once on the platform on the other side of the room, run up the wall to access the ledge above. The objective here is to reach the balcony above the entrance. To do so, run along the wall and jump toward it. Be prepared to fight a Raider once the Prince reaches safe ground.

Survive the Hazardous Hallways (Southern Passage)

The next hallways are filled with dangerous traps, pitfalls and hazards that would discourage even the bravest warrior. The first trap is a set of spiky poles that are rotating back and forth dangerously close to the edge of spike-filled pits. To traverse this area, wait for the poles to pass by, then take a running leap toward the other side. Repeat this process again at the next pole, then move onto the ladder and slide down it to drop to the floor.

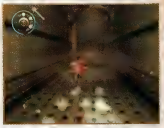






Take care of the unsuspecting Raider guard, then brace yourself for the next set of traps. These spiky poles move up and down the length of the hallway's walls. Precision timing is required to get past them without taking damage and being knocked into the spikes below. Wait for the second pole to move downward before attempting to run across the wall.

This next portion looks tougher than it really is. Move the Prince onto the ladder, then wait for the three spiky poles to separate away from each other. As soon as they are far enough apart, quickly slide down the ladder. From here, jump across to the ledge on the opposite wall, then move the Prince around to the right until his back is to the second ladder. Jump again to grab it, then slide down.



The holes in the floor of the next hallway are home to pressure-sensitive piercing spikes that can jut out and impale the Prince the moment he walks on them. To bypass them without harm, sprint at full speed to stay one step ahead of them. Don't hesitate or stop moving until he is safely on the other side. Don't forget to save at the Fountain before moving onward.

The trap-filled halls of the Southern Passage continue around the corner. In addition to floor spikes, the Prince must duck under a spiky pole. Wait for the pole to start its downward movement, then run toward it. By the time the Prince reaches the pole, it will already be moving back upwards, allowing him to pass underneath without getting hit.

The next portion of the hallway has a set of three spiky poles that cover the length of the hallway. The furthest one to the right moves at a different rate than the others, so dart by it as it approaches and squeeze in-between it and the other two. Once past this trap, the Prince finds himself in the fortress' Antechamber.

CHASING THE GIRL IN BLACK

PAST

1. Inside the Antechamber along the left wall. To reach it, run along the back wall and over the gap separating the section of the floor.
2. On the other side of the damaged gate on top of a balcony. To get it, the Prince will need to return after receiving a special weapon.

UPGRADE PEDESTAL

Located at the end of a secret passage above a balcony. Before it can be acquired, the Prince needs to receive a special weapon allowing him to break through the damaged gate.

OBJECTIVE

Save the Girl in Black.

When the Prince reaches the room at the end of the passage, he gets another glimpse of Shahdee, who passes through a doorway at the other end. He knows she must be the key to unraveling the mysteries of the island and, as such, it's imperative that he catches up with her. Unfortunately, the doorway she uses shuts behind her. Perhaps the lever hanging from the ceiling will have an effect on the door? Before the Prince can ponder further, reinforcements arrive to keep him from this goal.

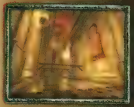
Battle in the Antechamber

Along with some Raiders and Silhouettes, a new opponent makes an appearance: Bladedancers. These lithe, seductive female warriors patrol the narrow walkways and crossbeams of the fortress, keeping its upper reaches secure. They are extremely devious, and often dance away from an opponent before letting loose with a volley of razor-sharp disc blades. Once they've distracted their prey, they'll often vault back into the fray and cut them down in fierce melee combat.

Spider Sword

1. Dispatch the enemy forces inside the Antechamber.

2. Leap from balcony to balcony while battling the enemy to access the hanging lever.



3. Find a way across the massive pit.

During this battle, the first goal should be the quick elimination of the Silhouette enemies. The reason being is they will stay frustratingly out of reach, yet continue to launch their daggers at the Prince while moving about. Try to break away from the pack to target and throw a weapon at them.

Once they have been dispatched, concentrate on the remaining Raiders and Bladedancers. The Bladedancers can be especially tricky, as they are quick and can parry many of the Prince's aerial attacks, knocking him to the floor when he tries to jump over them. These enemies don't have great armor, so a few well-placed hits will do them in. Grabbing a Bladedancer will also render her acrobatic maneuvers useless.

Antechamber, Past

2 If you acquired the Secret Chest (see tip box), return to the middle section of the room and locate the column with a wooden bar sticking out of it. Get underneath the bar and grab it. The Prince can use these bars to swing and launch himself up to higher levels. Swing toward the next bar above and press the Jump button to let go while on the upswing. This causes the Prince to fly through the air and grab onto the next bar.

Secret Chest!

1 Before scaling the upper reaches of the Antechamber, head to the back of the room and run along the back wall to the left, spanning the chasm that separates the left side of the room from the middle. On this section of the floor, search this section of the floor for a **Secret Chest** at the base of a column.

3 Now rotate the Prince so that he is facing the opposite direction, then shimmy around to the left so that he is now facing the balcony ledge along the right side of the room. Hold down the Special Action button to swing from this position, then launch toward the balcony ledge.

4 Dispose of the Raider and gingerly move the Prince along the beam. Annihilate the Raiders on the next platform, then grab the bar jutting from the wall. Swing and jump to the next bar, then swing toward the wall, pressing the Jump button when the Prince makes contact with it. When timed correctly, he will push off the wall and grab the beam above. 5

BALANCING ACT If the Prince loses his balance while traversing a beam, fear not, as he will grab the beam to prevent an untimely fall. Simply pull him back up to continue across.

6 Pull the Prince onto the beam, then aim him toward the balcony on the left and press the Jump button to leap over to it. Be ready to fight off a Bladedancer when he touches down. Move toward the balcony's railing to make the Prince hop over and grab the edge. From here, position him in the corner so that his back is to the archway above the center of the room and jump to it. 7 .

8 Slowly walk around the beams of the archway until the Prince reaches the other side. Drop down so that he's hanging from its side, then jump across to reach the balcony on the opposite side of the room. Dispose of the enemies, then hop over the railing of the balcony so that he's hanging from the edge facing the tapestry against the wall. Make sure he's directly across from the tapestry, then jump to it. As he begins to slide down it, jump a second time to leap off and land on the balcony directly below. 9

10 Another Bladedancer confronts the Prince on the next beam. Let her approach, then jump over her sweeping attack and strike back as the Prince lands. Jump and grab the beam jutting from the wall above at the edge of the balcony, then pull the Prince up. From here, jump over to the next one to the left, then jump toward the wall to the left and press the Jump button again to spring off it and grab the beam above. From here, jump over to the balcony where another set of enemies attack. 11

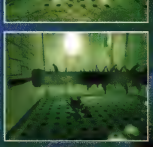
DON'T FORGET ABOUT REWIND!

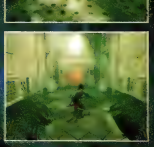
Jumping from the tapestry to the balcony below can be somewhat tricky. Don't forget that if you miss on your first opportunity, simply use the Prince's Recall power to try again.

UPGRADE PEDESTAL

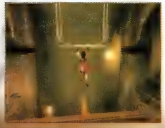
To access the secret passage that leads to an Upgrade Pedestal, you must return here later with a special weapon. Break through the damaged gate and pull the crate into the security. Near the back wall, find the crate, grab the ledge of the opening. Use the wall panel to open the door and make the Eye of the Sharm to get through it in time.

There are a second set of gate and lever that to avoid from here to the Upgrade Pedestal. Retrace the Prince's steps to return to the Antechamber. Kick down the small wooden door, wall run up the wall to the right of the door to reach the other side.





As before, hop over the railing and position the Prince so that he's directly across from the archway. Jump over to it, then walk to the middle and venture onto the small section that leads underneath the hanging lever. Grab the lever to open the door on the ground floor. 12



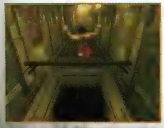
SECRET CHEST Before descending to the floor, drop back down to the beam and move along it to the right. 13 Leap over to the balcony across the way to find a **Secret Chest**.

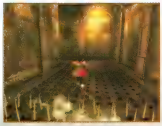
The quickest way down is to run along wall, across to the tapestry. By doing so, the Prince grabs the tapestry and slides down it, landing right in front of the opened door. 14

A Dangerous Proposition

There's no opportunity to rest, even after the difficult and hazardous steps that were taken to get through the Antechamber. There's a massive, spike-filled pit in the corridor on the other side, with seemingly no way to pass by it.

Follow these steps: Carefully drop over the lip of the edge to hang from it and locate the tapestry. Take a breath, steel your nerves, and drop down again. When done correctly, the Prince will slide down tapestry. As he reaches the end, however, you must jump off it and land on the beam in the middle of the pit.





Now simply jump from beam to beam. At the third beam, take one last jump toward the floor, making sure to hit the ground running when he lands, as it's filled with pressure-sensitive spikes. Take a drink from the Fountain around the corner and save your game.

A DAMSEL IN DISTRESS

PAST

Spider Sword

None

OBJECTIVE

Chase the Girl in Black.

1. Fight Shahdee in the Beast and save the mysterious woman.

Battle at the Sacrificial Altar

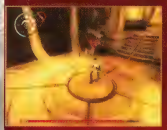
As the Prince arrives in the next room, he spies a strange, wraithlike figure on a moving walkway above. The sounds of a nearby scuffle break his gaze and he looks across the room to find a beautiful young woman locked in a deadly embrace against Shahdee. Calling him to her aid, the Prince surmises that the enemy of his enemy is his friend. He then jumps in to save her just as Shahdee throws her off the altar, where she is now hanging for life by her fingertips.

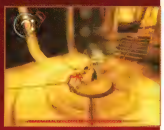
SHAHDEE

Not only does Shahdee want to kill the Prince, but she also is trying to eliminate the mysterious woman who now dangles from the edge of the altar. Don't give her the opportunity and quickly draw first blood.

Shahdee will launch a series of lethal combo attacks, using her dual blades in an attempt to swing, strike and impale. When given the chance, she will also kick at the woman's hands, doing her best to send her falling into the abyss. If Shahdee can kick her hands approximately five times, the woman will fall to her death.

The best way approach the fight with Shahdee is to block her attacks as often as possible, then wait for a break to retaliate. Aerial attacks work well when her defenses are down, especially after she unleashes a string of combos. Continue to block her blows until there is an opening, then quickly dart in and launch an aerial attack followed by a few more combos. As soon as Shahdee blocks the Prince's last hit, hold down the Block button to avoid taking damage.





Shahdee also has an unblockable attack in which she kicks at the Prince and sends him flying backwards across the room. When this attack connects, she will attempt to kick the mysterious woman off the ledge. To avoid this attack, roll away or jump over her when she pulls back.

For every one-third of damage she takes, Shahdee will engage the Prince in a sword-to-sword battle of strength and will. When this occurs, rapidly press the Attack button to push her back. Losing these attacks results in the Prince taking massive damage. The Prince ultimately finishes the job by impaling Shahdee with his sword.

After the Prince pulls the woman up from the ledge, she simply walks away. The Prince informs her that he seeks an audience with the Empress, but she replies that today is a very important day and the Empress can't be disturbed.

With her last dying breath, Shahdee tells the Prince he cannot change his fate. Before he can decipher the meaning of her words, chaos erupts and the Alter room buckles and crumbles, as large chunks of the ceiling come crashing to the ground and separate the Prince from the woman. Instead of accepting his help, she warns him to stay away and disappears through a doorway.

FATE'S DARK HAND

PAST

Spider Sword

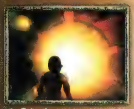
1. Along the railing to the right of the altar.

OBJECTIVE

REACH THE HOUDEAN CHAMBER.

UPGRADE PEDESTAL

At the end of a hazard-filled corridor behind the altar. Pull the altar along its tracks to open a secret panel in the wall and navigate the traps.



1. Take the secret passage to the Upgrade Pedestal and gain a life upgrade.

2. Uncover and unlock the Secret Chest.

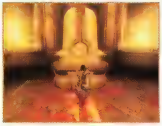
3. Use the bars, beam, poles and ropes to climb and navigate the chamber.

4. Use the cage against the deadly Bladedancers.

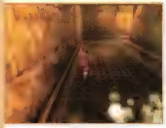
5. Climb up the corridors and access the Warp Room.

THE SECRET PASSAGE

The Prince needs to find another way down to the path the woman took. Before he does, however, there is a secret passage that may lead to something of value. Turn around and head up the small set of stairs, then press and hold the Special Action button while standing in front of the altar to grab it and pull it backwards along its tracks. This opens a panel in the wall, revealing a secret passage beyond.



The Prince must survive a host of hazards to reach the end of the secret passage. The first is a long section of floor spikes with two spiky poles tracking in opposite directions. Sprint down the length of the floor without hesitating and weave through the poles.



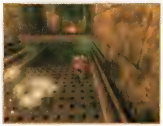
Around the next corner is a second set of floor spikes, except this time there is a spiky pole rotating up and down the wall with a rotating blade at the end. Wait for the pole to drop down to its lowest position, then start running, hugging the left wall as you go. The Prince should safely pass under the pole and when he reaches the rotating blade, roll under it.

A BETTER VIEW

Oftentimes, shifting the camera angle to the Landscape View may make navigating pitfalls and hallways easier. It may even reveal a trap or hazard that may otherwise go unnoticed. Experiment with the Landscape Camera button to find the perspective that's best for you.

Around the next corner, there are some buzzsaws running up and down the walls over a spike-filled pit. Run across the wall as the buzzsaw begins its descent. As the Prince touches down on the other side, immediately go into a roll and head for the corner. This should enable him to go under the rotating blade and land safely in the corner of the passage.

The final section of the passage has a long set of floor spikes with two spiky poles. The first pole runs back and forth, while the second one moves up and down. Wait for the first pole to move down the length of the passage and immediately follow it. As it reaches the end of its track, roll underneath it and keep running under the next one.



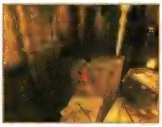
UPGRADE PEDESTAL

The reward for this dangerous journey is an **Upgrade Pedestal**. By inserting his talisman into the glowing red portal in the middle of the pedestal, it is infused with life giving energy. When placed back into his armor, the magical energy within spreads through his body, raising him off the ground and filling him with new life. Each of the Upgrade Pedestals increase the Prince's life bar incrementally.

Now return back the way you came. Thankfully, the traps have been disengaged, which makes the return trip less risky. If you didn't notice it before, open the **Secret Chest** to the left of the stairs near the altar.

THE SACRIFICIAL CHAMBER

1 Back inside the main chamber, climb to the top of the huge chunk of debris along the left edge, then jump across the gap to the ledge against the chamber wall. Move around the ledge to the right and jump to the bar jutting out of the wall. Swing around for momentum, then release the bar on the upswing to grab the next ledge. 2



3 Jump back to the ledge to the left, then move the Prince around the ledge to the other side. Scour the area for another bar. Jump to the bar, then jump off it and jump again when the Prince touches the wall to grab the next bar above. 4

5 Make sure the Prince is facing to the left, then swing around and leap off the bar on the upswing to grab the top of the huge stone column. From here, locate the rope hanging from the ceiling.

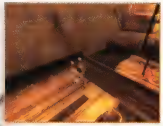
6 Run up the wall to grab the rope, then start swinging back and forth across the wall. Head toward the beam on the right and release the rope to run the rest of the way to it.

Get on the beam and jump down to the balcony below. From the Fountain area, drop the Prince over the edge of the busted portion of the balcony walkway. A broken beam is visible just below the ledge. 8 Drop down to it and leap across the gap to the portion on the other side. Follow the small ledge around to the right, then walk out onto the middle of the sand-releasing statue. Across the way, against the opposite wall, make a leap of faith to the small ledge. 9

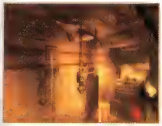
TIME TO SAVE

7 Note that there is a Fountain near callout #7 (see map). Use this opportunity to save your game and gather any Sand Clouds from the vases before taking part in any more death-defying maneuvers.

Walk around the small ledge to the left and jump across to the pole jutting from the wall. 10 Swing around the pole to get momentum, then jump from it to the statue head beyond. 11 Jump and grab the ledge, then jump and grab the crevice in the wall and shimmy to the right to access the balcony. 12



13 Climb onto the small stone steps and run up the wall to grab the rope. Instead of swinging back and forth across the wall, climb the rope to the top, then jump and grab the hanging lever. Pulling the lever closes the shutters against the wall, which will allow the Prince to continue navigating the chamber. Jump back to the rope (the drop will surely kill the Prince otherwise), and return to the floor. Finally, run across the unobstructed wall to the platform on the right. 14



Run up the wall and grab the next rope, then swing back and forth and release the rope as the Prince is running to the balcony to the right.

The Deadly Dance of Blades

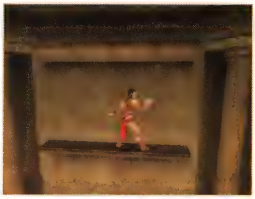
The Prince is never really safe on this island and this seemingly quiet and secure balcony will soon bear witness to this firsthand. As soon as the Prince walks into the adjoining room, a vicious pack of Bladedancers drop from the ceiling above.

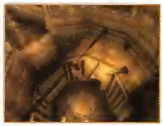
TURN THE TABLES

The Island of Time may be filled with deadly traps meant to keep intruders from reaching its inner chambers, but these same traps can be used to the Prince's advantage. When activated, the wall panel on the balcony triggers a series of thrusting spikes from the ground. Try this: Run outside and lure the Bladedancers behind the Prince, then run up the wall to trigger the panel. The spikes should catch any enemies foolish enough to be standing on the spiked section.

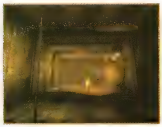
The Perilous Passages

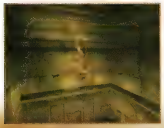
Back inside the small chamber, locate the wall with the ledge on it and grab the ledge (run up the wall). Ascend to the next ledge, then jump across to the bar behind the Prince. Next, turn around and swing and jump to grab the bar above, then swing around and release it to land in the passage beyond.





This small hallway is the precursor to a very long and hazard-filled climb. Start the ascent by running across the floor spikes, then run up the back wall to grab the ledge above. Grab the next ledge and jump to the bar positioned between the hallway's walls behind the Prince. From here, turn around so that the Prince is facing the wall, then swing around and get some momentum. When you're ready, release on the upswing and jump when the Prince connects with the wall. When done correctly, the Prince will kick off the wall and grab the bar above. Turn around once more so that the Prince is facing the wall and swing off the bar, grabbing the ledge above.

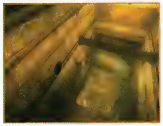


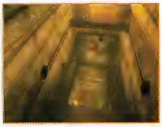


WATCH OUT!

Do NOT pull the Prince up on the last ledge here, as a spiky pole is moving back and forth along the length of the passage.

While hanging from the ledge, shimmy around to the left until he can't go any further. Wait for the pole to retreat toward the wall and pass by the Prince, then quickly pull him up and jump across to the opposite side. Once on the ledge, drop down and hang to clear the pole as it approaches. Finally, shimmy to the right to the platform.

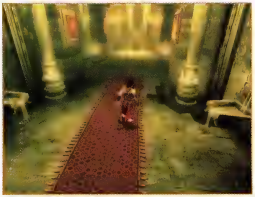




Around the corner, a series of buzzsaws track up and down the walls over a massive, spike-filled pit. There are hanging ropes in-between the buzzsaws. Use the right wall and wait for the first buzzsaw to pass upward and run along the wall and grab the rope. Climb up the rope a bit and jump across to the rope along the opposite wall. Next, start swinging back and forth along the wall, then release it toward the next buzzsaw once it starts to track upward.

Around the final corner is a set of four spiky poles. The two in the middle track up and down the hallway, while the other two spin dangerously in place. With a steady hand, pick a side and wait for the closest pole to pass by, then move into the middle of the two stationary poles and wait for the second moving pole to approach and retreat. As soon as it begins to move backward, follow it and move to the left or right.

The second **Warp Room** is located through the doorway. Take a well-deserved drink from the Fountain and head into the Warp Room's interior to see what lies in store next.



THE DARK HALL

PRESENT

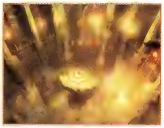
None

Spider Sword

OBJECTIVE

Reach the Hourglass Chamber.

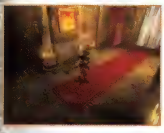
Stumbling upon a second Warp Room, the Prince ventures deeper into the puzzle that is the Island of Time. Who is this mysterious woman and what is her connection with the Empress? And who was that strange wraith-like figure on the platform back in the Sacrificial Chamber? The most pertinent question at the moment: Why isn't the Time Portal working?



The Essence of Time

The Sands of Time, which control these portals, seem to be absent. Perhaps the four panels on the walls have something to do with it? To switch them all on, they need to be activated in a certain order.

The sequence in which they are activated is random. Trial and error is the only way to discern the order, memorizing the sequence as you go. If you select a panel out of order, you are forced to start from the beginning. When all four panels are lit, the portal reactivates. Now that the Time Portal is working, step onto it to return to the present.



1. Activate the Time Portal.

2. Use the Eye of the Storm Time Power to get through the doorway.

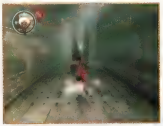
3. Find a way through the Dark Hall and into the opening created by the creature.

TIME POWER—EYE OF THE STORM

The newly acquired Time Power gives the Price the ability to slow down time while he continues to move at normal speed. **Eye of the Storm** enables him to defy speed-limited traps and fight his enemies while they are slow and helpless.

The Creature in the Dark Hall

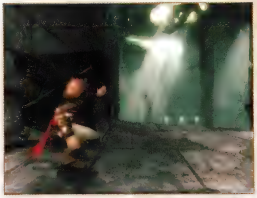
The Prince gets an opportunity to experiment with his newfound Time Power right away. Inside the corridor beyond the Warp Room, there are two spiky poles shifting back and forth along the width of the hallway. They are also right in the middle of a long section of floor spikes. Invoke the Eye of the Storm power and quickly run down the corridor. The spikes and poles will slow down to a crawl, enabling the Prince to run by them unscathed.

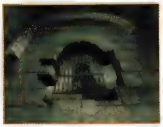


Hug the left wall and walk onto the ledge, then drop down to the ledge below. Follow this ledge around to the right, then drop down to the ledge below. From here, drop down to the small platform and run across the wall to the platform on the other side. Continue to drop down until the Prince reaches the ground floor, then step onto the floor panel to open the doorway at the other end of the hallway.

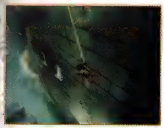
This door, which is on a timer, will close in less than two seconds—not nearly enough time to get through it. But using the Prince's Eye of the Storm time power, you can slow down time just enough to make it through. On the other side, a few unsuspecting Raiders attempt to stop the Prince.

After dropping down into the huge hall, the sounds of heavy footsteps cause the Prince to duck behind some rubble. The source of the footsteps turns out to be an imposing creature called the Dahaka. Spawned by the Prince's disruption of the Timeline in his last adventure, the Dahaka has been sent to remove the Prince from this world. This imposing creature has been chasing the Prince ever since.

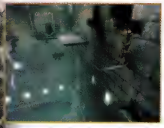




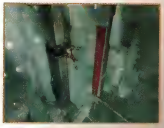
1 It's time to navigate this dank, dilapadated hall to continue the Prince's quest. To do so, run along the right-hand wall and grab the root poking out of the wall. Get onto the root and leap over to the longer root, then walk out to its edge and jump to the rope against the back wall. 2 From here, lower the Prince down a bit, then swing back and forth along the wall and release toward the thin root across the way.

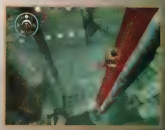


Spin around to get momentum, then swing from one root to the next. 3 After doing so, swing once more to access the platform in the corner. There is a small beam sticking out of the platform. Walk to the end of it, then leap toward the large rootstalk. The Price will grab the root as he passes over it. 4



5 Stand on the root and walk to its end. From here, jump toward the decaying column to make the Prince grab the crack in its center. Shimmy around to the right until the Prince's back is facing toward the tapestry hanging from the next column, then jump to it. Be prepared to jump again at the bottom of the tapestry before the Prince reaches the end of it.This causes him to push off and land on a piece of debris sticking out of the column. 6

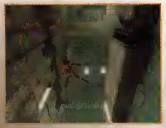




7 This next move requires a leap of faith, as the Prince must jump from the end of the debris all the way over to the branch sticking out of the column beyond. From this hanging position, move around the branch until the Prince is facing the large platform below. Get some momentum, then jump off the branch and onto the platform, where a Raider has taken up post. 8

9 Leap off the platform down to the large section of floor that remains below, then get ready for a battle. In addition to the Raiders, two groups of Bladedancers will drop down from above and join the fight.

When the area is free of enemies, climb up to the small ledge on the back wall. Then jump back and forth, from wall to column, to access to the crevice in the column. Start by vertically running up the wall, then press the Jump button at the top of the run. 10 As soon as the Prince hits the column opposite the wall, press the Jump button again. Continue to press the Jump button each time he makes contact to grab onto the crevice.



11 Now it's time for round two. This time, jump to the crack in the wall, then start jumping up to the next ledge higher up on the column. While on the column, shimmy around the ledge until the Prince's back is facing toward the branch sticking out of the wall.

12 Jump over to it, then jump again to get to the opening the Dahaka made in the wall above. Pull the Prince inside, then save at the Fountain before moving onward.

A DEVASTATING FALL

Areas with drop-offs, such as cliffs, balconies and ledges, present the perfect opportunity to execute a Grab Throw maneuver. Using this technique, the Prince will toss an enemy over a lege. Not only is this a quick way to permanently get rid of a foe, it's a low risk attack that helps to conserve health. Just don't let the Prince fall over in the process.

THE GUARDIAN OF TIME

PRESENT

Secret Chests

None

Main Weapon

Spider Sword

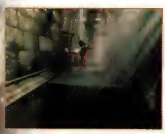
OBJECTIVE

Reach the Hourglass Chamber.

Running from Fate

Inside the connecting hallway, the Prince feels the same energy sapping sensation he experienced earlier. All color drains from the environment and a disturbing, blurry image hovers ominously in the corner. What evil madness is this? Since time literally is of the essence, leave the apparition and move onward.

As the Prince leaps across the spike-filled pit, he hears the thundering footsteps of the Dahaka behind him. As it approaches, the ground trembles as the walls and floor are pulled into its gaping emptiness. Having proven to be unstoppable, the only action to take is run! Start sprinting along the walkway without hesitation, as chunks of the floor crumble and evaporate under the Prince's feet.



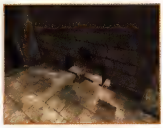
Around the corner, quickly run across the wall before it shatters into rubble. Keep running, and leap off the end of the walkway and onto the pole.

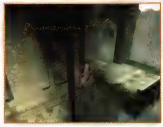
1. Stay ahead of the Dahaka.

2. Return to the Entry Hall.

3. Race through the passageway to the Warp Room.

Quickly swing from pole to pole, pressing the Jump button on each upswing. When the Prince reaches the other side, the Dahaka flies across the landscape and pounces, just missing the Prince as he rolls through an opening in the wall and drops into a hallway.





It seems as if the Dahaka has been stopped… at least for the moment. Break through the barrels barring the Prince's path and continue up the stairs. At the top, the Prince finds himself back outside near the fortress entrance. Drop down onto the balcony and run across the wall, jumping at the end over to the column beyond. Climb up the column just a bit and rotate the Prince around, then jump to the next balcony, which leads back to the Entry Hall.

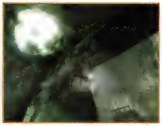
Return to the Entry Hall, Present

1 To proceed through the Entry Hall, the Prince needs to get over to the opening along the back wall. To start, run along the wall and grab the tapestry, sliding all the way down it to the floor below. Upon landing, prepare to engage the Raiders in battle. Don't forget that the Prince can use the environment to his advantage.

2 Use the pole sticking out of the ground to execute a Shredder or Spinkick move.

3 Now vertically run up the pillar and grab the ledge at the top, then shimmy around to the walkway and pull him up.

4 Run across the wall at the end of the walkway to the right, then drop down and shimmy around the crevice and into the hallway.



The Chase Renews

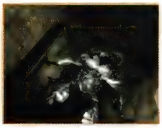
As the Prince drops down, the Dahaka appears inside the Entry Hall. Immediately start running and do NOT stop! If you do, the Dahaka will shoot out unstoppable appendages that will grab and pull at the Prince, sucking the life out of his mortal soul.

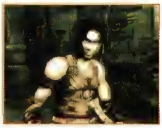
Keep running down the passage as the Dahaka continues to give chase. At the pit, run along either wall and head around the corner.

NO TRAPS

In the present, these traps aren't working so they won't present a problem at all.

The Dahaka gets dangerously close to catching the Prince, but at the last moment he jumps through the curtain of water into the Warp Room. The Dahaka stops in its tracks. Apparently, it cannot cross through the water. This information will definitely come in handy later…





A HELPING HAND

PAST

NEW WEAPON

Spider Sword

SECRET CHEST

1. Hidden behind some barrels at the top of the staircase. Its location is on the upper level above the Entry Room entrance.

UPGRADE PEDESTAL

Beyond the small opening at the top of the staircase by the Entry Hall. To enter the opening, activate the floor panel at the base of the stairs, then use the Eye of the Storm Time power to get inside before the opening closes.

OBJECTIVE

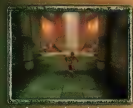
Reach the Hourglass Chamber.

1. Encounter the Sand Wraith inside the Entry Room.

2. Survive the secret corridor and earn a second Life Upgrade.

3. Locate and unlock the Secret Chest.

4. Return to the fortress and proceed through the Central Hall.



5. Continue through the hazards and reach the Hourglass Chamber.

A Chance Meeting

Having managed to elude the Dahaka, at least for the moment, the Prince is no closer to locating the Empress and achieving his ultimate goal of undoing what has been done. With no other choice but to head into the Time Portal, he transports back into the past once again. Head into the hallway and avoid the spiky poles and buzzaws. They should be easily manageable by now, especially with the Prince's ability to slow down time with his Eye of the Storm power.

Back inside the Entry Room, the Prince glimpses the strange figure he spied earlier. Seeing the Prince, it grabs a sword from a weapon rack and throws it at him, barely missing. Before the Prince has a chance to react, it runs away. Who is this creature and why does he want the Prince stopped?

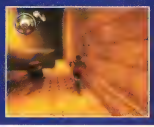
By now, you should be extremely familiar with the layout of this room. To open the door, climb up the pillar, run along the wall and grab the ledge. Then shimmy under the chain, jump to the walkway, and activate the wall panel and slide down the tapestry.

Back outside, cross over the bridge and vertically run up the small wall to the left of the hallway entrance. Run up the next wall, then jump across to the ledge. Next, run across the wall to get to the other side and engage the Raiders in combat. Use the small tree stump here to perform acrobatic attacks against your foes.

Before going any further, there's a hidden Upgrade Pedestal to find that will lengthen the Prince's life meter. To find it, first locate the floor panel on the opposite side of the staircase, which is obstructed by a cluster of barrels. Destroy them to get to the panel and activate it.

After doing so, use the Prince's Eye of the Storm Time Power to slow down time and immediately start sprinting up the staircase. At the top, roll through the small opening along the wall to access the hidden corridor.

The other side is a hazard-filled hallway, filled with rotating blades, floor spikes, and bone-crushing stone crushers around each corner. This last trap constantly thrusts from the left wall and will take off one third of the Prince's health if it hits him. To get through the corridor unscathed, invoke the Eye of the Storm Time power to slow down the traps. The second Upgrade Pedestal is located at the end of the trap-filled corridor.

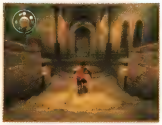


Onward to the Hourglass Chamber

Return back through the corridor and activate the wall panel to exit. Outside, there is a **Secret Chest** in the corner to the left of the doorway hidden behind a set of barrels. Destroy the barrels and unlock its contents, then activate the wall panel next to the doorway to get back inside the Entry Room.

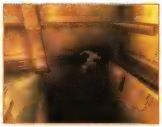
SAVE YOUR GAME! There is a Fountain past the second set of spiky poles that will allow you to save your game.

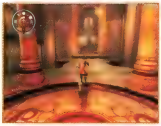
The Prince needs to open the doorway below once more to get back outside to the ground floor. Horizontally run across the wall to the tapestry, then retrace the Prince's footsteps to open the door. Once back outside, head straight across the bridge and into the trap-filled hallway.



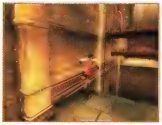
On the other side of the hallway, climb up the staircase and head through the fortress doors. Now it's time to navigate the same series of traps that he encountered the last time he was here, which include rotating blades and spike-filled pits.

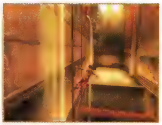
Eventually, the Prince arrives back at the Central Hall, except this time the doorway that was previously blocked is now open. Leap across the chasm to the platform on the other side, then head upstairs.





Around the corner is a new series of traps. Blast past the spiky poles and go up the stairs. Run past the rotating blade at the top of the stairs, then stop near the two spiky poles tracking up and down the walls over the large, spike-filled pit. If there is any Sand left in the Prince's Sand Slots, use the Eye of the Storm power to slow down time and run along the wall between them. If this isn't an option, try to run between them, but be careful as there is little margin for error. A second rotating blade waits for the Prince on the other end.



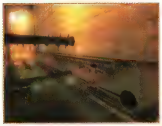


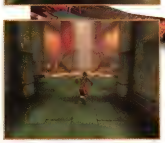
Enemy Infestation

Note that this walkthrough doesn't always list every single enemy occurrence in the environment. Just because there are no mentions made of enemies in an area, don't think that you won't see one—or multiple ones—wandering around. To be safe, always keep your eyes open for potential threats.

There's a massive pit and two spiky poles at the top of the next set of stairs (one pole is stationary, wile the other one is moving). There are no discernable ledges nearby and the crevice in the wall to the right doesn't offer any help. To get across this hazard, wait for the moving spiky pole to move away from the Prince (toward the opposite end of the hallway), then run along the left wall, jumping off it and the end. This Prince should land on the small ledge on the other side of the alcove.

As soon as he lands on the ledge, either move to the right or drop down to avoid the pole. As soon as the pole moves away again, move the Prince all the way to the left of the ledge and pull up to the ledge above. From here, get as close to the stationary pole as possible, then wait for the bottom pole to pass by to the right. As soon as it does, drop down so the Prince is hanging, then quickly shimmy to the left until he is safely back on solid ground.





All that's remaining is a series of rotating blades. On the other side, climb up the ladder and jump toward the lever on the right. This causes the door to open and the Prince will reach his goal—the Hourglass Chamber.

The Key to the Fortress

Inside the Hourglass Chamber, the Prince finds the mysterious woman he saved earlier. Her name is Kaileena and she is a servant to the Empress of Time. She cautions him that he is on a fool's errand and that his mission is impossible. Pressing Kaileena for information, she finally reveals the Empress is sealed away in the fortress' Throne Room and, when the last grain falls into the Hourglass, the creation of the Sands will be complete. If he is to undertake this monumental task, he must undo the very fortifications of the fortress itself. Handing him a new sword, she informs him that it is more than a weapon—it is also a key.

THE KEY AND THE LOCK

PAST

1. Along the raised platforms after moving the lever to the first position.

Serpent Sword

UPGRADE PEDESTAL

At the end of a hazard-filled corridor, on the bottom-left side of the Central Hall. Position the lever to six o'clock, then climb and rebound down to it.

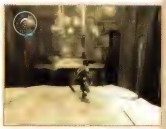
OBJECTIVE

GAIN ACCESS TO THE TOWERS.

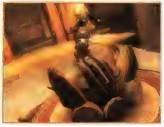
With the Serpent Sword in hand, the Prince must find a way to gain access to the fortress' three separate towers and shut them down. This is the only way to unlock the gate mechanism to get to the Empress.

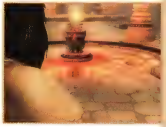
AN ENLIGHTENED PATH

Return back through the corridor, avoiding the same traps the Prince survived to get to the Hourglass Hall. At the alcove along the large pit, jump across to the opposite ledge and grab the crack in the wall to shimmy around and over to the floor. Continue along the hazard-filled path and return to the Central Hall.



On the other side of the chasm, the Prince uses his new Serpent Sword on the pedestal in the middle of the room, unlocking a lever that rises from the floor. Unfortunately, this also alerts a roving band of Raiders to his presence.

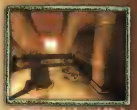




By pushing or pulling the lever, it will rotate to one of four different positions. Each time it clicks in place, parts of the room shift and a new path is revealed.

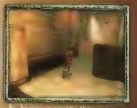
1. Use the Serpent Sword on the Pedestal to raise the lever.

2. Take a harrowing trip into the bowels of the Central Hall to find the Cursed Weapon.



3. Avoid the hazard-filled corridor and find the Upright Pedestal.

4. Operate the lever to reveal the path to the Mechanical Tower.



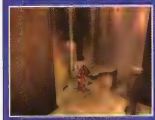
5. Venture inside the Mechanical Tower.

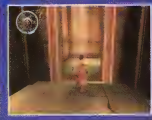
Secret Weapons

It is rumored that the fortress contains five cleverly hidden Secret Weapons, the first of which is located somewhere inside the Central Hall. Unfortunately, the Prince doesn't have the proper equipment to gain access to them at the moment. Remember this area and return at a later time.

Upgrade Pedestal

Although the Prince can't access the Secret Weapon at this point, he can find an Upgrade Pedestal! To find its location, position the lever so that it is in the six o'clock position (facing away from the pedestal and toward the chasm). Next, locate the small step down to the right of the pedestal (facing the hallway leading to the fortress entrance, not the hallway leading to the Hourglass Hall). Hang over its ledge, then jump back and forth from wall to wall to reach the platform below. From the platform, drop down to the platform below it. This next part is a bit tricky. Run along the ledge wall to the left, then jump off it at the end. This should launch him over to the wall to the right. Upon making contact with the wall to the right, jump back and forth between the two walls until the Prince grabs the platform's ledge above.





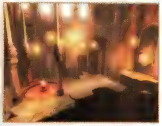
Now it's time to make a huge leap of faith to reach the platform with the entryway diagonally to the right. Position the Prince at the edge of the platform on which he's standing, then jump off toward the one below and grab its ledge. Climb up and head through the entryway where the Prince will encounter a brutal set of traps.

The first set of traps mixes spiky poles and floor spikes. Hug the left wall, wait for the middle set of poles to move down toward the floor, then make a dash for the other end. Don't forget to maneuver around the poles moving horizontally along the floor.

There's a rotating blade around the corner at the top of a set of stairs. What makes this portion difficult is that there are three spiky poles along the staircase blocking the Prince's path. To get by this last trap, run along the wall over the pole without hitting the other two poles. Wait for the first pole to start moving away from the Prince, then roll under the rotating blade and run along the right wall, dropping down between the second and third poles. Next, quickly run underneath the last pole as it moves upward. If you have any Sand left in the Prince's medallion, use the Eye of the Storm power to slow down the traps. The Upgrade Pedestal is at the end of the hallway just around the corner.

After finding the Upgrade Pedestal, it's time to return to the top of the Central Hall. Fortunately, this task is much easier than getting down. Take a left outside the entryway, leap across to the closest platform, and jump from wall to wall to get back up to the top.

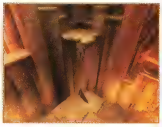
1 Return to the lever and move it to the three o'clock position to make a set of platforms rise from the abyss along the left side of the hall. To climb these platforms, start on the other side of the chasm, at the entrance to the hallway leading to the Hourglass Chamber.



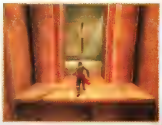
Destroy the weapon rack next to the entrance, then run along the left wall and jump at the end to land on the platform behind the Prince. 2

3 Run along the entire length of the next wall to the set of small ledges. Get up to the highest ledge and move all the way over to the left. After doing so, jump to the platform behind the Prince.

4 Before you jump the gap to get to the tower access path, locate the **Secret Chest** nestled in the right corner of the Hall. Leap diagonally to the right to reach it.



Unlock its contents and return to the platform on which the Prince was just standing. 5 Now leap over to the entrance and head inside. The pathway beyond will most likely be teeming with hazards and traps.

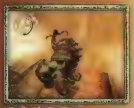


THE TOWERS

PRESENT

Serpent Sword

1. Pass through the traps to enter the Mechanical Tower.



2. Battle the Brute

3. Locate the Secret Chest

4. Use the Eye of the Storm power to enter the Clockwork interior.

5. Fight the Spike Beasts and find a way through the Clockwork area.

OBJECTIVE

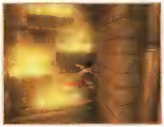
Activate the Towers.

1. To the right of the staircase inside the room. Must fight the Brute first.
2. Inside the Clockwork Tower, contained within the structure with the ladder leading up to the next level.
3. At the far end of the Clockwork Tower navigation portion, to the left of the exit. Continue to move along the ledge to find it on a platform.

Into the Mechanical Tower

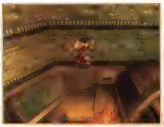
The door at the end of this blade-filled passage is closed. Note the large lever on the wall directly facing the entry. Run up the wall toward the lever to activate the switch, thus opening the door in the process.

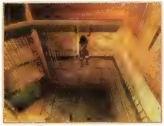
Use the Prince's Eye of the Storm Time Power to slow down time and make a run for it, rolling underneath the blades, as well as the door before it shuts. In the next hallway, jump or run along the wall to avoid the spike pit, then jump from wall to wall at the passage's back wall to get up to the next level. There are two buzzsaws here that track back and forth along the floor. They move in opposite directions and remain stationary for approximately two seconds when they reach the end of their tracks. Wait for them to pass by each other and simply run by.



Climb up the ladder and grab the ledge behind the Prince, then shimmy around to the right. Now jump across to the ledge of the next corridor. Simply wait for the crushers to retract into the wall and run past them.

The entrance to the Mechanical Tower is just beyond the Fountain. Dispose of the Raider guards inside the first room, then walk onto the small wooden ledge along the right wall. Drop down to the ledge below, then drop and hang from this ledge and shimmy to the left. Drop down two more times until the Prince is hanging from the final ledge, then shimmy back to the right until he is over solid ground.



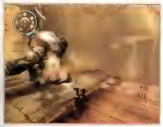


Kill all of the Raiders patrolling in the area, then prepare for a truly brutal battle. As the Prince approaches the doorway on the other side of this open area, a huge, hulking beast comes lumbering through a doorway behind him.

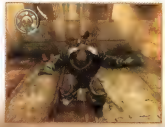
THE BRUTE

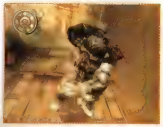
These huge, creatures, called Brutes, are outfitted with sophisticated armor that affords them a high degree of protection. Their attacks include the ability to trample their opponents, smash them with their massive fists, and throw them into walls. Approach them with great caution, as their attacks can cause massive damage. This creature's only weakness is its backside.

As soon as the Brute appears, take evasive action immediately. Press the Jump button whenever it attacks to roll and evade its strikes. This maneuver should also be used to roll through its massive legs in order to quickly get behind it. While behind the Brute, start attacking its legs, which are *not* protected by armor.



After approximately 10 hits, the Brute goes down on one knee. When this occurs, run up its back and rapidly slash at its head. Watch the Brute's arms, as it will grab at the Prince in an attempt to throw him against a wall. When the Brute reaches behind with either arm, move in the opposite direction to avoid being thrown.

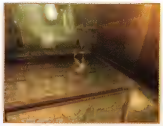




SECRET CHEST

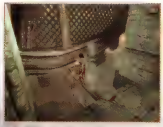
When the Brute goes down in defeat, head into the next area and locate the **Secret Chest**. It is hidden on the right side of the small set of stairs. Break it open to unlock its contents before continuing on.

Inside this next area, locate the wall panel and activate it, then run over to the raised platform to the right. Before it has the chance to lower, run up the wall and grab the edge, then grab the ledge on the wall above it. Pull the Prince up and head into the hallway, then use the Fountain to save your game.



CLOCKWORKS AND GEARS

1 The opening to the right of the fountain is blocked by a revolving mechanism. Use the Prince's Eye of the Storm Time power to slow it down to a more manageable speed. Walk onto the small plank in front of the mechanism, invoke the power, then jump through the opening when it's safe to do so.



2 The Prince lands on a platform on the other side of the huge gear, alerting some Raiders and Spike Beasts to his presence.

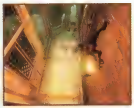
3 From the central platform, locate the spires moving up and down and jump to the closest one. Wait for it to descend so that it is lower than the one next to it and jump to the next one.

From the middle spire, wait for the spire a bit beyond to descend down to its lowest point and jump toward it. Finally, wait for this spire to rise up, then jump to the spire to the right of it. 4

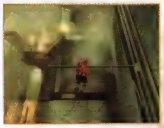
Swing on the pole and release it to land in the small corner alcove. Locate the lever and move it one turn counterclockwise. The pole the Prince just swung from will also move with it. 7

NEW ENEMY—THE SPIKE BEAST

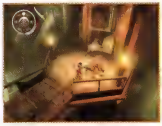
A new enemy roams this tower, the Spike Beast. Through the use of dark magic, these once feral wolves have been "enhanced" by the Empress, transforming them into unstable mutated beasts with spiked backs and a tendency to explode when they get close to death.



Jump over to the pole and get some momentum by swinging around it. As soon as the pole beyond (the one moving up and down the wall) reaches its lowest position, release the Prince's current pole and land on this one. 8



Turn the Prince so that his back is facing the wall with the panel on it and jump over to the thin wooden platform to the left of the panel. From this position, jump onto the small ledge on the right. 5



Ride the pole until it stops, then swing off it and grab the balcony's railing. As the Prince sets foot on the balcony, a pack of Spike Beasts will attack. Dispose of them with extreme prejudice. 9

Run straight up the wall to activate the panel, then run along the wall to land on the side ledge of the wooden platform. Drop and hang from the ledge, then shimmy around to the other side of it. Finally, pull the Prince back up and jump off it over to the pole before the switch resets and the platform returns to its original position. 6

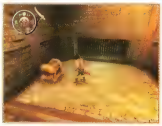
FIGHTING THE SPIKE BEASTS

These creatures will charge at the Prince and attempt to impale him with their spiky backs. Of more importance is that a Spike Beast will explode when it is about to die (after approximately three hits), so back off when it looks as if they're about to blow.

Grab the hanging lever to raise the room's middle platform up to the level the Prince is on. Jump over to it. 10 Locate the wooden plank above one of the corners on the platform. Leap from the platform to the plank across the way. 11

Move along the right side and gain access to the small ledge, then grab the ledge above. From a hanging position, shimmy back to the left. 12

13 Drop off the ledge and grab the ledge at the opening. Now open the **Secret Chest** before climbing up the ladder on the right wall.

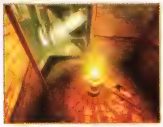


14 At the top of the ladder, proceed to the right, then get onto the top of the railing. At the end, jump over to the ledge against the back wall.

15 Drop and hang from the ledge, then shimmy to the left and go under the wooden plank. Climb back up once he's past the plank and jump to the pole opposite the ledge on which he's standing.

16 Move around the pole to the right and turn the Prince so that he's facing the revolving wooden structure. Swing from the pole and leap over to the revolving structure as it swivels. When done correctly, the Prince will ride it around and jump off the ledge and head into the corner alcove.

17 Move the lever inside the alcove one turn clockwise to activate a rotating gear underneath a platform that is back outside. Jump off the ledge toward the pole underneath the window, then swing and land on one of the extended portions of the rotating gear. 18



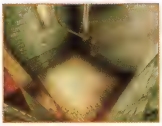
Ride on the extended edge of the gear to the other side. Jump off the gear to the pole when it reaches the wall; if not, the Prince will likely fall to his death. 19

20 Swing off the pole and land in the corner alcove, activating the floor panel in the process. This causes a wooden plank to swing toward the Prince's direction. Exit the alcove and run along the wall. 21 At the end, jump off the wall and grab the plank before it moves back to its original position.

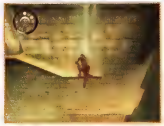
ALTERNATE ATTACK STRATEGY

Instead of fighting the Spike Beast with hand-to-hand combat, use a secondary weapon (if you have one) and throw it at the creature.

22 Climb onto the plank and ride it until it stops moving. Jump to the ledge against the wall, then move to the left until it's safe to drop down onto the platform. Proceed into the small room and destroy the containers to clear the area. Next, run up the back wall and grab the hanging lever. This raises the middle platform outside up to the Prince's level. 23



24 Venture onto the platform outside. When the coast is clear, grab the center railing. Walk onto the middle plank, then jump through the gap in the mechanism as it speeds by. 25

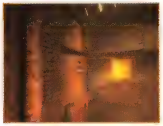


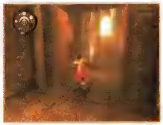
Jump over to the plank to the right, get on the ledge against the wall, then go to the left. Grab the next ledge and continue to the left to arrive at the next corridor. 26

Before entering the corridor, continue past the entrance and move along the ledge to the left to find a **Secret Chest**.

Into the Mechanical Pit

Return to the corridor and head inside. This passage is filled with traps that include rotating blades, stone crushers and spiky poles. If you have any Sand slots filled, activate the Eye of the Storm to maneuver past these deadly obstacles.





After another set of traps, the Prince will encounter a wall panel at the bottom of the stairs but it is too high to reach. To activate it, pull up to the wooden doorway to the left, then grab the crevice in the wall and shimmy over to the panel, activating it in the process. Drop down and head through the door before it closes. There's a well-deserved Fountain at the bottom of the first set of stairs.

THE MECHANICAL PIT

PAST

Secret Chests

1. At the top of a platform in the circular room. Take a left after crossing the first bridge and navigate a set of traps to find it.
2. On a walkway high above at the end of the walkway. To get to the walkway, pull the lever in the alcove and jump from wall to wall.
3. Around the corner from the room with the fireplace and Brute.

Hard Weapon

Serpent Sword

OBJECTIVE

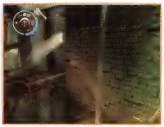
Activate the Towers.

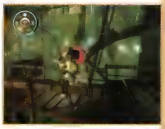
Journey to the Center of the Tower

At the base of the stairs, the Prince enters the Mechanical Pit. This huge labyrinth of rickety bridges and stone structures is guarded by a tough set of Sand Monsters called the Keepers. The Keepers' armor affords them high protection, but at the cost of speed. This can make it difficult for a Keeper to make contact with an opponent who moves around a lot.

Battle the Keepers holding post on the platform. Due to their strong armor, it takes multiple hits to eliminate them compared to Raiders. To quickly dispose of these terrors, toss them to their death over the ledges and bridges.

When the Keepers are gone, activate the wall panel to raise a stone block at the base of the wall to the right. The block only stays elevated for approximately three seconds, so invoke the Eye of the Storm time power to get to it, then climb up and vertically run up to the rope along the wall above. Use the rope to swing along the wall, then release it and run across to the bridge.





1. Battle the Empress' Keeper disciples.

2. Find and unlock the Secret Chest inside the circular room.

3. Find a way through the Mechanical Pit.

4. Fight the Brute and uncover two more Secret Chests.

5. Activate the Waterways.

On the other side of the bridge, take a quick detour to the left to find a **Secret Chest**. To get it, run underneath the spiky pole and dodge the stone crusher. Be patient and don't attempt to squeeze by until the pole rises to the top and the crusher is retracting. Make sure to roll underneath the pole as you pass through. The next set of traps includes two spiky poles that quickly move over a set of descending stairs and a rotating blade at the bottom. Wait for the first pole to rise up, then continuously roll down the stairs to avoid both. Be careful as you round the corner, as there is a final stone crusher that will slam the Prince into the wall if you're careless. Climb up the ladder in the circular room and jump to the platform to find the chest.

Return back the way you came and take the path to the right of the bridge. On a walkway high above, the Prince spies the Sand Wraith, who has obviously been shadowing his every move. Shouting at it with frustration, this mysterious figure runs off and disappears out of sight.

The Mechanical Pit

1 To move onward, horizontally run along the wall and through the spokes of the revolving water wheel and onto the walkway on the other side. Wait for a spoke to appear from the wall and start running.

2 The next water wheel is moving at a much faster rate, so the use the Eye of the Storm. If you have some Sand in the Prince's Sand Tanks, slow down time and run across the wall between the spokes, jumping to the pole to the right of the wall at the end of the Prince's run. If there is no Sand available, time the run so that the Prince starts moving as a spoke appears on-screen.

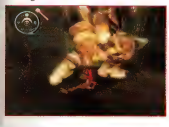
3 Rotate the Prince so that his back is facing the next pole and continue to jump from pole to pole until he can jump into the small alcove on the other side of the room. 4 Inside the alcove, grab the lever and rotate it clockwise until it locks into place. This activates a platform against the left wall that moves up and down along a track. Jump over to it when it reaches the bottom of the track, then ride it to the top.

5 As soon as the platform stops, run along the wall and jump and push off at the corner. As soon as the Prince connects with the lattice of the wooden walkway above, start jumping back and forth between the lattice and the wall to get to the top.

6 There is another **Secret Chest** at the end of the walkway to the left. Of course, a nasty Spike Beast guards it. Unlock its contents, then return the other way and jump the gap to the room beyond.

The Battle Continues

Inside the room with the fireplace, a Brute busts through a doorway and bears down on the Prince. Roll as much as possible to avoid its devastating attacks and get between its legs to attack it from behind. When the Prince gets onto the beast's back, keep him on one shoulder or the other until the Brute's grab attempt misses. Additionally, it's wise to invoke the Eye of the Storm Time Power while on a Brute's back to really unleash some damage on its head.



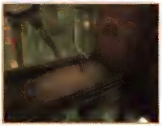
Before proceeding through the opening on the right-hand side of the room, venture into the passageway around the corner and break open the **Secret Chest**. This corridor, with its huge spike-filled pit spanning its length, isn't passable at the moment.

At the opening, run horizontally along the wall and grab the rope. Swing and release toward the waterway, then jump at the end of the Prince's run to leap into the water.

REPLENISH THE PRINCE'S HEALTH!

Take a look at the Prince's health when he hits the waterway. If it's low, take a few gulps to replenish his health while you're here. You never know what lies ahead…

The waterway curves around the outer structure to the right. To move along its path, you need to avoid the wooden panels that whisk through the water. These panels alternate from left to right, providing a small opening to roll under. When you're ready, hop over the railing and into the waterway, then aim for the openings and roll through them. Continue to roll underneath each one, moving from left to right, until the Prince reaches the middle section with the pathway to the right. Hop over the railing to get onto it, then grab the hanging lever at its end to open the door across the way.



Head back into the waterway and continue along its path, ducking underneath the panels, until the Prince reaches the end. Use the poles sticking out of the wall here to swing across to the platform beyond. Fend off the two attacking Keepers, then head into the next hazard-filled hallway.

The first trap is easy to navigate. Around the corner are more floor spikes, and beyond that is a spike-filled pit with a pair of buzzsaws tracking up and down the walls and a rope in the middle. Wait for the closest buzzsaw to pass by the Prince on its way up, then quickly run along the wall and grab the rope.

Swing to get some momentum and release the rope when the buzzsaw passes the Prince on its way down. Around the next corner, a series of spiky poles and stone crushers bar the Prince's path. The first set are rather slow, so simply run past them. The second set, however, require that you to climb onto the stone crusher and run along the left-hand wall to get over the pole stretched across the width of the corridor. Two spiky poles block the final portion of this hallway over a pit, moving up and down in opposite directions. Just wait for them to pass each other by going either direction, then dash across the wall.

Beyond the curtain of water, the Prince comes to a new Warp Room. Save your game at the Fountain, then decipher the correct sequence of the wall panels to activate the Time Portal.

TIME POWER—BREATH OF FATE

Stepping into the portal transports the Prince back to the present. It also activates a new Time Power, **Breath of Fate**. This power gives the Prince the ability to execute a strong ground attack, resulting in damage to several enemies at once. A great defensive maneuver, this power is best served when surrounded by multiple enemies.

A SECOND TIME THROUGH

PRESENT

None

Serpent Sword

OBJECTIVE

Activate the Towers.

Back in the present, the Prince is still working his way through the Mechanical Tower to find a way to shut it down. If he can deactivate all three of the fortress' towers, then he can get access to the Throne Room and stop the Empress before she can finish the creation of the Sands of Time. To achieve this nearly impossible goal, some backtracking through the present is required.

Back to the Mechanical Pit

Outside The Warp Room, the Prince encounters another trap-filled hallway, the first obstacle is a pit with two spiky poles over it. The closest pole moves vertically up and down from the ceiling to the floor, while the second pole remains stationary. To get past them, wait for the first one to pass by on its way up, then quickly run across either wall, over the second pole and onto the ground beyond.

Around the corner is a series of spiky poles and stone crushers. The spiky pole in the middle of the corridor completely blocks the Prince's path. To get past it and the stone crusher beyond, climb onto the first stone crusher, then run along the left-hand wall. The next set are easily avoided.

The next hazard is a long, spike-filled pit. There is a buzzsaw tracking vertically up and down along the left wall with a rope beyond it. Run along the left wall until the Prince grabs the rope. A hole in the wall prevents the Prince from running across the wall and onto solid ground on the other side of the pit. Instead, jump off the rope and land on a small ledge across the way. Move the Prince as far as possible to the left, then drop down and shimmy the rest of the way, underneath the stone obstruction. The last set of traps, which include some floor spikes and stationary spiky poles, are easy to pass.

1. Return to the Mechanical Pit in present time.

2. Find a path through the first section of the pit.

3. [illegible] Spike Blades to break the blockade.

4. Continue through the pit and into the starting room.

5. Climb the pole inside the starting room and find the exit.

Mechanical Pit, Present

1 Upon reaching the Mechanical Pit, the Prince has to contend with Keepers and Spike Beasts. Looking around the large room, it's apparent that time has not been kind to the fortress and its towers. While most of the gears and pendulums are broken down, a few stubborn others still operate under the pressure of the pouring water.

2 To access the platform below, drop and hang off the ledge and position the Prince over the tapestry. When he's in position, drop off the ledge to safely slide down the length of the tapestry, dropping onto the platform at the bottom.

3 From the platform, run horizontally along the wall to the left but wait for the slow moving spoke to pass by first. At the end of this run, jump off the wall and onto the adjacent pillar.

4 Rotate and jump to the pillar behind the Prince. Continue to jump from pillar to pillar until he can leap into the alcove with the lever.

5 Although the lever isn't functioning, the moving platform that it operates *is* working. Wait for the platform to descend to its lowest position, then jump to it.

6 Ride the platform to the top, then run off it along the wall to the left and jump from wall to wall when the Prince reaches the corner. Keep jumping back and forth until the Prince grabs a ledge up top.

Break Through the Blockade

Inside this next room, the Prince encounters a group of enemies. The first wave includes a group of Keepers and a Silhouette. Pick off the Silhouette by throwing a secondary weapon, then focus on the Keepers. This is also a good opportunity try out the Prince's new Breath of Fate Time Power.

SECRET WEAPON

Another **Secret Weapon** is located in the pit in the hallway to the left, but you can't retrieve it until the Prince receives a certain item later in the game. For more information on the Secret Weapons, refer to the "Magic and Mysteries of Persia" chapter.

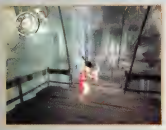
The second wave of enemies consists of Spike Beasts that actually serve a purpose. To get through the boarded-up door in the corner of this room, the Prince needs to make one the Beasts explode next to it, destroying the blockade in the process. Fight them in the general area of the boarded-up doorway, maneuvering around them so that the blast radius encompasses the boards.

Mechanical Pit, Continued

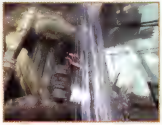
1. Head into the doorway and run along the left wall until the Prince grabs the rope. Swing back and forth to get some momentum, then release the rope and jump at the end of his run toward the Waterway.

2. The Waterway is broken down and in disrepair, but it's still possible to get across it. Roll through the stationary panel and grab the ledge at the edge. From this hanging position, jump across the gap to the other side and roll underneath the next panel.

3 There is a Keeper across the way that requires immediate attention. Quickly dispose of him, then hang over the edge and drop down to the small wooden ledge below. 4 Continue to drop down the ledges until the Prince reaches solid ground. From here, leap across the broken bridge and battle the Keeper.



5 After disposing of the Keeper, leap through the small waterfall and across to the pathway to the left. This path leads to the pit's exit. Head inside and take out the Silhouette guarding the hallway beyond.

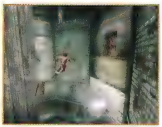


The Rotating Room

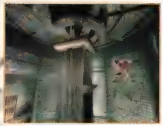
Thankfully, the traps inside this hallway are—for the most part—in disrepair. Around the corner, two spiky poles haphazardly block the Prince's path. Roll under the first one and leisurely walk past the second one when it rises above the Prince's head.

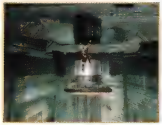
Defeat the Keepers and Spike Beasts inside the next room, then locate the ladder along the back wall and climb to the top. The machinery in here, which slowly rotates around in a counter clockwise fashion, propels the platform above the Prince's head. As soon as the opening turns his way, jump the off the ladder and grab its edge.

Now vertically run up the left wall and grab the ledge above. From this position, jump and pull the Prince up to the next ledge, then jump over to the ledge on the rotating axle when it turns his way. Ride the axle around to the other side of the room, then jump off and to the ledge on the opposite wall. Up on the next ledge, jump back to the axle, this time to a ledge higher up than the last one.



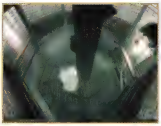
Grab the final ledge at the top of the axle, then shimmy around until the Prince is on the side with the opening above. Hoist him up, then jump up and get onto the platform. You may need to shimmy to the right or left to get up inside.

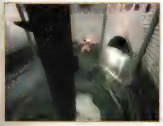


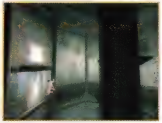


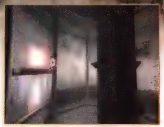
In this last portion of the room, locate the ledge along the right wall and run up the wall to grab it. Pull the Prince up, then grab the ledge of the grating above. From this position, wait for the ledge on the axle to rotate around, then jump over to it. Ride the axle around to the other side of the room, and jump to the ledge underneath the wall panel.

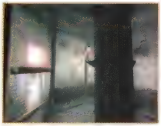
Now jump and grab the ledge of the grate below the panel, wait for the next ledge to rotate around to the Prince, then jump over to it. Before jumping to the wall panel and then back to the axle, make sure the Prince is on a side of the axle that has a second ledge to the left of him. If not, when the Prince jumps to the panel and then back, he will have nothing to grab and fall to his death. As soon as the ledge the Prince is on is facing the panel, jump to it, then jump back again when the Prince connects with it. Finally, ride the axle around to the open door and jump through. There's a Fountain just inside.











BEAST AND BURDEN

PRESENT

Serpent Sword

None

OBJECTIVE

Activate the Towers.

1. Find a way to break through the wall to access the Activation Room.

2. Navigate the Activation Room's ledges, gaps, and platforms.

3. Pass through the trap-filled hallway.

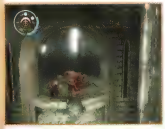
4. Continue through the Activation room and find the end.

5. Run from the Dahaka and make it to the Warp Room

Breaking Into the Activation Room

The Mechanical Tower's Activation Room can't be far off. To access it, the Prince must break through the wall in the next room. However, he can't do it on his own. Hop over the barrier and fight the Keepers and the Spike Beasts. Don't forget that you can use environmental objects, such as the pillar in the middle of the room, to execute deadly acrobatic attacks.

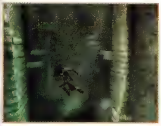
When the Keepers have been eliminated, concentrate on luring the Spike Beasts toward the room's back-right wall (the one with the windows) and use their explosions to blow a hole in it.



On the other side, the Prince realizes he has found the Activation Room. The remnants of the broken down machinery inside are what powers the tower. If he can only find a portal to transport himself back to the past before whatever disaster has fallen upon it occurs, then perhaps he can use it to shut down the tower .

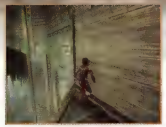
1 The exit is located across the way, so the Prince must find a roundabout way to get to it. Start by jumping from wall to wall to access the platform behind him.

2 Eliminate the Keepers and the Bladedancer with regular attacks, or use the Breath of Fate Time Power if things get difficult. When it's safe, vertically run up the right wall with the lattice and grab the small ledge.



3 Turn the Prince around and leap over to the stone platform in the middle of the room. Locate the series of ledges along the back wall and jump over to grab one. Jump and pull the Prince up to the small ledge up top.

4 From this small alcove, horizontally run along the wall to the left to the next area, then run along the wall once more to reach the ladder at the end.



5 Fight the Bladedancer and Keeper in this next area, then head through the passage and back out into the Activation Room. The only way to continue is to hang from the railing and drop down to grab the crevice in the wall below. 6 Shimmy around to the left until the Prince can go no further, then jump off the wall to the platform below.

Bladedancers' Weakness

While the Bladedancers may be quick and agile, they are also lightly armored. Throwing a secondary weapon at one will immediately kill it by decapitation. They also can't disengage from a grab. Because of this, the Prince can easily disarm, strangle, or slice them. Whatever you do, don't attempt to execute an acrobatic maneuver against them, as they will grab the Prince in mid-jump and throw him to the floor, and stab him with their weapons while he's down.

7 Locate the ladder along the ledge of the platform and slide down it. At the bottom, flip the Prince around to the other side.

8 Next, wait for the moving wooden counterbalance to lower, then jump past it to grab the wooden beam beyond. All that is left to do is to jump across the gap and into the hallway.

More Traps Await

Inside the trap-filled hallway, the Prince needs to get past the two fast-moving Buzzsaws and spike-filled pit to continue into the next area. If he has any Sand left, execute the Eye of the Storm Time Power to slow down time and run along the wall, then grab the rope at the end. Swing back and forth to gain momentum, then release the rope and run across the remaining portion of the wall, jumping off it at the end and over to the ledge to the left.

The Activation Room, Continued

1 At the end of the hallway, the Prince finds himself on the other side of the Activation Room. To get to the ladder on the ledge down to the left, run along the wall and drop down to it.

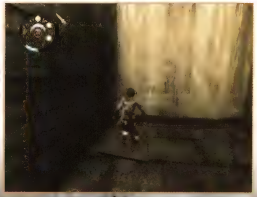
2 Slide down the ladder, then run up the left wall with the lattice to get up to the walkway. From this position, locate the crevice in the wall above. Run up the wall to grab it, then shimmy to the left.

3 Shimmy all the way around until the Prince can go no further, then jump across the gap to grab the crevice on the opposite side.

4 Drop down to the crevice below, then continue to shimmy to the left until the Prince can safely drop to the ground below. From here, head for the exit, which is at the end of the walkway.

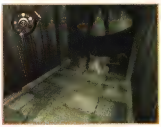
The Dahaka Returns

As the Prince heads for the exit, the Dahaka suddenly appears. Run!!! Inside the hallway, run along the right wall that spans the spike-filled pit. Don't stop when the Prince reaches the other side, or the Dahaka will surely catch him. Around the corner, run along the right wall once again, but this time grasp the rope in the middle. Without missing a beat, swing across and release, and continue to run until the Prince reaches the ledge at the other end. The curtain of water raining down from above will keep the Prince safe… for the moment.



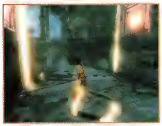
Vertically run up and activate the wall panel to make the wall to the left extend a bit closer. Quickly run up either wall, then jump from one to the next until he reaches the top.

Be prepared for a vicious fight up top, as both Keepers and Spike Beasts will attack. When it's over, leap across the gap to the ledge on the other side, then quickly break the containers and barrels blocking the Prince's path and roll through the opening in the large gear.



The Dahaka is relentless and resumes the chase, breaking through the gear as if it was made of parchment. Quickly run along the left wall this time, grab the rope in the middle, and swing from it. Continue to run along the rest of the wall until the Prince reaches the ledge on the opposite end. Sprint around the next corner but this time run along the right wall, heading through the curtain of water and into the safety of the Warp Room.

Decipher the order of the wall panels to activate the Time Portal, then walk into the sand vortex to transport the Prince back to the past. Hopefully, the Activation Room in the present can be used to shut down the tower, bringing the Prince one step closer to stopping the Empress from creating the Sands of Time.



THE MEDALLION ENHANCED

By entering the Time Portal, the Prince's talisman earns a new Sand Tank. This will enable him to stock more sand inside it. This upgrade brings the total to four Sand Tanks.

A STEP CLOSER

PAST

1. Pass through the small window after connecting the final gear inside the Activation Room.
2. On a platform a few levels below the first one. Execute a wall run over a doorway to reach it.

UPGRADE PEDESTAL

At the end of a secret passage inside the Activation Room. Using the Brute as an explosive projectile, break through the cracked wall to access it.

OBJECTIVE

ACTIVATE THE TOWER

Serpent Sword

1. Return through the hazard-filled hallways to access the Activation Room in the past.

2. Use the Brute to break through the wall and reveal an Upgrade Pedestal.

3. Trigger the large gears to gain access to the suspended platform.

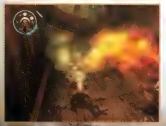
4. Slide by Blade and the Spikes.

5. Shut down the Mechanical Tower and unlock one bar from the Throne Room door.

A RETURN TRIP

Back in the past, the Prince must return to the Activation Room and find a way to shut down the Mechanical Tower. To get there, he must first pass through the trap-filled hallways. To get by the first trap, wait for the closest spiky pole to pass by on its descent and run along the left wall. When timed correctly, the Prince will just miss the second pole. Roll under the rotating blade at the end and roll again through the opening at the bottom of the wall.

The hazards in the next hallway include a rotating blade and a spike-filled pit with a set of fast-moving buzzsaws and a rope in between. Wait for the first buzzsaw to pass by on its way up, then run across the wall and grab the rope. (It's safe to swing back and forth on the rope without risk of hitting the buzzsaws.) Swing on the rope until the Prince is moving toward the buzzsaw in front of him while it is moving upward, then release the rope.



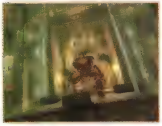
Fight the Spike Beasts inside the hallway, then roll underneath the gear to continue. Jump the gap and fight the Keepers on the other side.

Hang over the edge and jump from wall to wall to slowly descend to the bottom. A few more enemies await the Prince's arrival down here, but they are no match for his acrobatic skills. If you need to take a break from fighting, go behind the curtain of water to keep the enemies from crossing through it. Run across the left wall and grab the rope in the middle, then swing and release it to get to the other end.

TURN THE TABLES

Stand on the floor panel at the edge of this hallway to make some spikes shoot out of the floor on either side. Lure the Keepers onto the spiked areas, then give them a taste of their own medicine.

FIGHT FIRE WITH FIRE

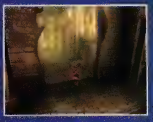


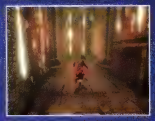
Back inside the Activation Room, the Prince must fight a group of Keepers and a Brute. The Brute is actually throwing explosive Spike Beasts from across the way. Keep the Brute in sight while battling the Keepers. When it throws a Spike Beast, take evasive action and clear the ensuing blast radius. Note that the explosions from these flying projectiles will cause damage to the Prince's foes as well the Prince.

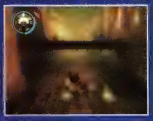
UPGRADE PEDESTAL

To find another Upgrade Pedestal, take a left at the hallway exit and locate the cracked wall at the end of the path. Stand in front of the wall and wait for the Brute to toss a Spike Beast, and let the explosion break down the wall. Move past the two stone crushers with ease and approach the long hallway covered with floor spikes and three spiky poles. Wait for the first pole to rise, then activate the Eye of the Storm Time Power to slow things down. After doing so, leap past the traps to the other side.

Inside the next part of the passage, climb up the two stone crushers, then run across the wall and over the spiky pole at the end. Around the corner is the final set of hazards. To start, run up the back wall and jump at the top to grab the stone crusher above. Time the Prince's run so that the crusher is just extending from the wall. Get onto the crusher and jump to the next stone crusher. Now run along the wall to bypass the final spiky pole hallway. Around the corner, the Prince will earn his reward, a **Life Upgrade**.



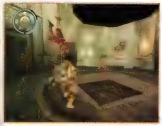




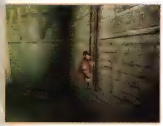
Return back to the open area with the Brute and go to the right. In the corner at the end of the path is a broken gate; stand in front of it and let the Brute hit it with a Spike Beast.

Head inside and save your game at the Fountain, then run up the back wall to pull the lever. Pulling the lever temporarily lowers a platform back outside. As soon as the lever goes all the way down, head back into the Activation Room and run along the right wall, through the spokes of the water wheel, and onto the platform. The platform will start moving back up once the lever returns to its original position. Use the Eye of the Storm Time Power to make this task easier.

Climb onto the walkway and drop down into the corner room. A group of Keepers occupy this room and will engage the Prince in battle. Avoid the Brute's projectiles and stay close to the large rock suspended above the middle of the room. Eventually, one of the flaming beasts will hit the rock, causing it to break apart and fall to the floor.

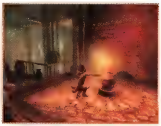


Locate the ladder along the back wall, run up the side of the stone block facing it, then jump off and grab it. Climb to the top, then jump toward the top portion of the suspended rock. From here, shimmy one section to the right, then jump off the rock and catch the ledge of the small alcove above and behind the Prince. Next, run along the wall to the left and over to the alcove above the ladder, then run along the wall to the left once more, slicing the Spike Beast along the way, and grabbing the ladder at the end.



Levers and Gears

Pull the lever in the room above counterclockwise until it locks into place. This causes a large gear to connect to a hanging platform in the middle of the Activation Room. Dispose of any enemy presence, then run along the wall at the end of the walkway so that the Prince is running across it when the stone weight is in its lowered position.



The large gear is obstructing the path to the platform in the middle of the room. Run along the second portion of the wall, across the stone weight, and over to the circular ledge above the rotating gears. Move to the right, then hang over the edge and drop down from gear to gear, timing the Prince's drops so he grabs the extended portions. Ride the final gear around to the right, then drop to the pole sticking out of the wall.

DON'T WASTE TIME!

Don't stay on one gear for too long, or the Prince will get knocked off when it rotates to the wall.

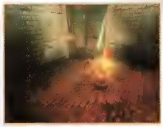
Face to the right and swing and jump from pole to pole until the Prince reaches the ledge at the end. Move around to the right until he reaches the wall around the other side. Jump and grab the bar to the right, then drop down to the pole below and swing over to the platform beyond.

Drop into the room in the corner and fight the Keepers. As before, stay near the suspended rock that is hanging above and let the Brute hit it with exploding Spike Beasts.

ALTERNATE APPROACH If the rock is still intact after the fight, run up to the ladder against the back wall, climb to the top, and jump onto the rock to lure the Brute's attacks.

When the rock gets destroyed, jump from the top of the rock to the small alcove on the left-hand side. Run along the wall to the right to reach the second alcove and grab the ladder. Climb it and pull the lever clockwise one full turn until it locks into place. Now run along the wall at the end of the path when the stone weight reaches its lowered position.

Run across the next portion of the wall, then push the lever inside the small room clockwise until it locks into place. Outside, the final gear connects to the platform in the middle of the room. Run along the wall to get to the platform, then hop through the small window and open the **Secret Chest**.

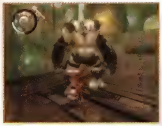


In this next area, leap to the ledge to the right and fight the Keeper. Slide down the ladder and drop to the floor, then run along the wall to access the ledge across the way. From this position, hang from the ledge and use the crevice to shimmy around to the right. Drop down to the ledge below, then do another horizontal wall run to the right, over the doorway, and onto the platform beyond. A second **Secret Chest** is located here.

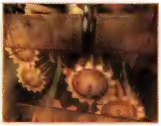
Battle on the Bridge

Dropping to the floor returns the Prince back where he started, except that a connecting bridge now crosses the gap between he and the Brute. The creature then lumbers toward the Prince as the bridge lowers. Use the same techniques here as with previous fights.

FIGHTING THE BRUTE Get behind the Brute and attack its legs until it goes down on one knee, then climb up its back and attack its head. Use the Eye of the Storm Time Power to slow down time and unleash multiple hits against this creature.

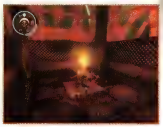


After defeating the Brute, the bridge rises and the Prince gains access to the wall of giant gears. Run up the wall to the right and jump off at the top to grab the pole sticking from the gear above. Swing from the pole toward the beam on the gear to the left. From here, jump across to the next pole when the pendulum retracts. Swing from the pole to the wall, then jump off the wall and grab the pole above. Swing and jump to the beam above, then jump off the beam to the ladder across the way when the pendulum retracts into the wall.



SAFETY FIRST! Move the Prince to the right on the beam just a bit. If he is too close to the gears, he will miss the ladder and fall to his death!

Flip around to the other side of the ladder and climb to the ledge above. Run up the wall to the left of the closed doorway to grab a hanging lever. Pulling the lever extends a connecting bridge to the platform in the middle of the room. Head across the bridge but beware of the attacking Spike Beasts. The final lever rests inside a small room. Push it counter clockwise one full turn until it locks into place.



This makes the three connecting gears start to rotate, causing the smaller cogs and wheels throughout the tower to turn as well. Back in the Hourglass Chamber, one of the bars to the Throne Room door retracts, getting the Prince one step closer to his goal. Head back across the bridge and through the open doorway on the opposite side.

THE SECOND TOWER

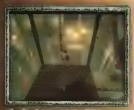
PAST

Spider Sword

None

OBJECTIVE

Activate the Towers.



1. Find a way out of the Mechanical Tower.

2. Release the Prince's shape to return to the Central Hall.

3. Meet with Kaileena to receive the Lion Sword.

A Way Out

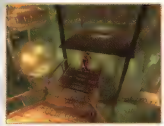
The only path is filled with hazards and traps. Around the corner, there's a spike-filled pit obstructed by a large water wheel. Run through the small openings between the spokes. If the Prince has any Sand left in his tanks, activate the Eye of the Storm Time Power to slow the wheel down and then horizontally run along the left wall and through the opening.

There's another water wheel blocking his path up the stairs. Again, run through the opening except this time, jump off the wall at the end to reach the ledge on the other side.

From the edge of the hallway, hang over the edge and center the Prince so that he's directly above the tapestry. Drop off the ledge to grab the first one and slide all the way down. As he approaches the end, jump off to the second tapestry behind him, then repeat the process again with the third one.

Back on solid ground, continue down the stairs to the end of the next hallway. Drop and slide from curtain to curtain to reach the ground below.

The Clockwork chamber is at the bottom. Jump across the gap to access the platform in the middle, then slide down the ladder to the bottom. Now walk out onto the beam and jump through the gear. Save your game on the other side at the Fountain.

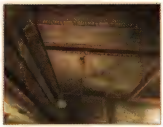


SLOW DOWN!

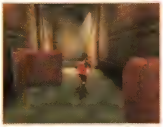
If you're having trouble jumping through the gear, simply use the Eye of the Storm Time Power to make this task much easier. Remember, you'll need some Sand saved up!

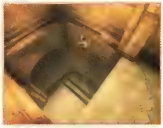
The Return to the Central Hall

Now it's time to return to the Central Hall. First, hang from the ledge to the right of the Fountain and drop to the floor below. Defeat the Brute guarding the area, then head to the section to the left. Run up the back wall and grab the ledge, then shimmy around to the left. Proceed up and around a series of ledges to reach the platform at the top and defeat the Raiders.



Head into the next passage and tackle the hazards. Pass the stone crushers, then jump across to the crevice in the wall and shimmy to the ladder on the right. Drop down and pass the two buzzsaws, then run across the right wall and grab the tapestry. Run up the wall and grab the lever to open the gate at the end of the corridor, then invoke the Eye of the Storm Time Power. Run along the wall (or leap across the pit) and roll under the gate before it closes. This takes the Prince back to the Central Hall.





Her Name is Kaileena

The Prince runs into the mysterious woman, whose name is Kaileena. He wants to know why she is helping him. She replies that half of the reason is that he reminds her of the Empress; they both know their fates have been written in the Timeline, except where she accepts her fate, the Prince fights to change it. The other half of the reason is that she admires him for trying. Kaileena offers the Prince a new sword, which he gladly receives.

LION SWORD

This mystical sword can store energy and use that energy against foes for special attacks. Press and hold the Attack button to store and charge up the sword and, moments later, it will automatically release it with devastating results!

THE WATER MAIDEN

PAST

Lion Sword

OBJECTIVE

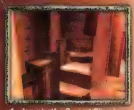
Activate the Towers.

UPGRADE PEDESTAL

In the Garden inside a secret passage; drop down from the opening in the railing.

SECRET CHEST

1. At the top of the platforms in the left corner of the Central Hall, after moving the lever into position.
2. At the bottom of the pit inside the first hallway leaving the Central Hall. Drop to the pit and follow it to find the chest.
3. Under some shrubbery in the back-left corner of the Garden Hall.
4. Behind a stone column in the far-right corner of the Garden.



1. Locate the Secret Chests inside the Central Hall and connecting passage.

2. Use the Eye of the Storm to pass through the corridors

3. Incinerate the Crow Minion

4. Enter the Garden and navigate its upper levels.

5. Acquire a Life Upgrade hidden underneath the Garden.

It's time to pay a visit to the Vegetal Tower, the second of the fortress' three towers. As with the Mechanical Tower, the Prince must shut it down to remove the second bar across the door to the Throne Room.

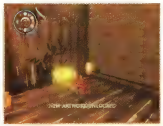
The Disappearing Floor

To reveal the path to the Vegetal Tower, grab the lever in the middle of the Central Hall and move it to the nine o'clock position. This causes a newly formed path of raised platforms to appear. Climb onto the shortest one, then run along the wall to the left. Jump off toward the end to grab the ledge across the way. Shimmy around to the right and jump from ledge to ledge to get to the top.

SECRET CHEST!

Don't head into the doorway just yet. Instead, climb the ledges to the left to locate the **Secret Chest** tucked away in the corner. Break it open to unlock its contents.

Make quick work of the Raiders inside the hallway, then head down the path around the corner (roll past the spinning blades). Before activating the floor panel in the next section, drop down to the wooden floor of the pit beyond and follow it around the corner. There's another **Secret Chest** at the end.



Return back to the floor panel and activate it to extend a grating over the pit. Invoke the Eye of the Storm Time Power and run across the pit to reach solid ground.

A second pit fills the next portion of the corridor. To cross it, use the Eye of the Storm Time Power once again. If you need Sand, use the two vases in the pit to refill the Prince's Tanks. First, vertically run up the right wall at the edge of the pit and jump at the top to grab the pole directly above the Prince's head. Nest, swing and jump to the pole beyond, then leap onto the wall panel. This activates a grate that covers the entirety of the pit. Invoke the Eye of the Storm Time Power once again and dash across the length of the pit to reach the end. Save your game at the Fountain, then head through the remainder of the passage to access the lush Garden Hall.

The Garden Hall

Clear Away Your Foes!

1 Before attempting to navigate the Garden Hall's ledges, platforms and walls, clear the ground area of enemies, which include both Keepers and Crows.

2 Locate the **Secret Chest** concealed by foliage in the back-left corner of the grounds. Unlock its contents, then return to the area where the Prince entered the Garden Hall.

The Garden's Fountains

Don't forget that the Prince can heal by drinking from any water source. If he has taken damage during his battles with the enemies in this area, hop into any of the fountains and replenish his health before moving onward.

3 Locate the hanging ladder to the left of the entrance and vertically run up the wall behind it. Jump off at the peak of the run to grab the ladder.

4 Climb the ladder to the top to encounter the Crow Master once again. Engage him in battle and remember to telegraph and block his attacks, then quickly parry with a barrage of your own. When he disappears, climb the next ladder to reach the higher platform and fight the Crow Master once more.

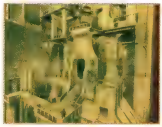
5 Locate the rope along the wall to the right and run across to grab it. Swing back and forth, then release it and continue the run, jumping off at the end to get over to the platform to the left.

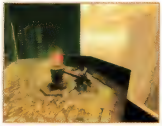
6 Locate the partially obscured pole sticking out of the wall above the statue. Run along the wall to the left and jump off at the end to grab it. Swing and release off the pole to jump into the opening in the wall on the other side.

Inside this next passage, jump over the gap to the small ledge on the wall. Drop down to the next ledge, then shimmy to the left and continue to drop until the Prince reaches solid ground.

Dispose of the Keeper patrolling the area, then run to the other end of the hallway and run up the wall to grab the ledge above. Repeat the steps in reverse order, climbing up the ledges, shimmying to the right and then jumping over the gap and into the hallway. Don't forget to save your game at the Fountain.

Outside, the Prince gets a bird's-eye view of the Garden grounds surrounding the Vegetal Tower. Rotate the lever counter-clockwise until it locks into place, opening the door beyond. Enter the door and head into the next area.





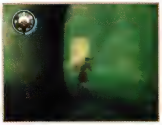
1 Take the stairs into the large garden area. The Garden is infested with enemies, including Keepers and Silhouettes. Sneak up on the first few Keepers and eliminate them in a stealthy manner to even the odds. Also, target the Silhouettes with a thrown secondary weapon from far away.

SECRET CHEST!

Before moving onward, locate the **Secret Chest** in the far-right corner of the Garden, behind the stone column. 2

3 Move around to the front side of the same stone column and run up it, then grab and lower the lever above.

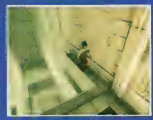
4 This raises a block to the left of the Prince's location. Drop down and invoke the Eye of the Storm to reach the block before it retracts back into the ground. Get onto the block and run up the back wall to grab the lever above.

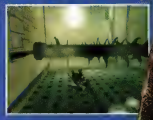


To find this one, locate the opening in the ceiling in the front-left corner. Hang and drop down to the ledge below, then drop again and shimmy around to the right. When the Prince reaches the small platform below, run along the left wall to the next platform and head inside.

Hug the right wall, walk out onto the ledge, and drop. Hop across to the ledge on the other side and continue to drop and move to the left to reach the bottom. Next, run along the left wall to the ledge. Then use the ledges to reach the lower passage.

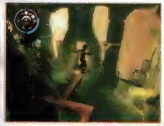
There are a couple of easy traps to get by, so use the Eye of the Storm to make things easier. Once by the traps, you can find the Upgrade Pedestal around the final corner.





5 Pull the Prince up and jump across to the branch directly behind him. Jump from the branch he's on to the beam across the way.

6 Follow the beam and the ledge around the column to the left, then jump to the pole behind the Prince.

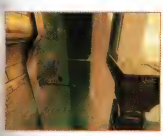


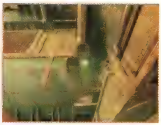
7 Swing and jump to the next column ledge and follow it around to the fence. Carefully walk along the fence railing, fending off any attacking crows that may swoop in.

8 At the column on the other side, follow the ledge around to the left and walk onto the beam. From here, jump to the pole directly in front of the Prince and swing to the branch beyond.

9 From the end of the branch, leap toward the hanging rope against the wall. Swing back and forth to gain momentum, then release the rope while facing toward the pole to the right.

10 Swing from the pole to grab the ledge of the column beyond. From here, shimmy around the ledge on the right until the Prince can go no further. 11 Now jump to a beam directly behind the Prince. From here, walk to solid ground.

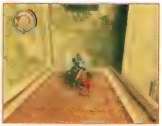




The Crow Master Returns

Up on the platform, the Prince meets an old acquaintance—the Crow Master. After this brief battle, the Crow Master dissolves into a mass of crows, only to reappear on a platform above.

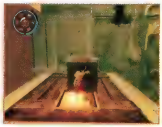
Locate the column with the small ledge at its base (it's near the edge of the wooden walkway). Climb onto the ledge and jump to grab the next ledge. Shimmy around to the left of the column and climb up twice to find the platform with the floor panel above.



Now pull the hanging lever on the platform across the way to the right. This will lower the bridge that is currently blocking his path.

After defeating the Crow Master again, run up the wall and jump at the top to grab the hanging lever to lower the bridge. Drop down and jump back to the other platform. Walking on the floor panel opens a bridge at the end of the path, but it closes immediately when the Prince walks off the panel—even his Time Powers are of no help.

Instead, go over the bridge and find the crate at the other end. Drag the crate back to the floor panel and place it on top of it. The crate's weight will keep the panel depressed, allowing the Prince to get through the door at the end of the path below.



Drop back down the way you came and head through the open door. Pull the lever inside this area clockwise until it locks into place. This makes a set of levers rise from the ground back in the Garden Hall.

Drop down onto the ledge to the left, then follow the aqueduct toward its end. Grab the crevice in the wall, then shimmy to the other side and drop down onto the platform. From here, walk along the beam to the middle, then turn to face the wall and jump to grab the rope. Slide down to the rope's end and drop to the ground. To open the door to return to the Garden Hall, rotate the lever clockwise until it clicks into place. Go back into the passage and save your game at the Fountain.

WATER AND GARDENS

PAST

Lion Sword

None

OBJECTIVE

Activate the Towers.

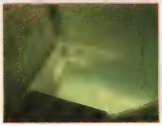
1. Return to the Garden Hall and use the levers to alter the flow of water and unlock the central door.

2. Ascend the hallways and enter the Misty Room.

3. Activate the Time Portal and receive a new Time Power.

The Elemental Puzzle

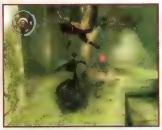
Having activated a new set of levers back in the Garden Hall, the Prince must retrace his steps through the passageways and return. Start by jumping to the ledge across the gap and drop down to the hallway below. Run to the opposite side of the passage, then climb out of the other end, repeating the Prince's steps in reverse order.



At the entrance to the Garden Hall, drop and hang over the edge and shimmy around to the left until the Prince is positioned over the hanging tapestry. Drop down and slide to the ground.

CLEAR OUT THE HALL

Things don't get easier for the Prince once he lands on solid ground, as there are a few Keepers patrolling the area. Take a few minutes to dispose of these hulking creatures before proceeding any further.



Locate the two levers along the right side of the Garden Hall (near the area where the Prince dropped down) and follow these four steps:

1. First, rotate the second lever 180 degrees clockwise, until it locks into place (the six o'clock position); it's located to the left of the fountain and the entrance.

2. Return to the level near the location where the Prince dropped down and rotate it 180 degrees clockwise.

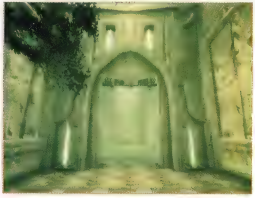
Turning both levers connects the water that is flowing in the channel underneath both levers. This, in turn, deviates the flow from one statue fountain and lowers a platform connected to it.

3. Rotate the third lever (in the left corner near the entrance to the Garden Hall) 180 degrees clockwise (to the twelve o'clock position).

This one doesn't lock into place, but if the water flowing in the channel below is going straight ahead toward the fourth lever, you have it in the right position.

4. Rotate the fourth and final lever (in the back-left corner) 90 degrees clockwise (to the nine o'clock position).

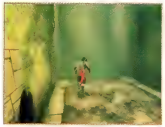
Moving this final lever connects the water underneath and also shuts off the flow to the second statue fountain. This also lowers its platform and opens a door along the back wall of the Garden Hall.

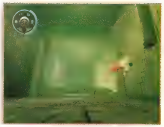


The Reward at the End of the Ascent

Enter through the opened door and proceed into the passage beyond. Around the corner the passage ends abruptly, dropping off into what resembles a very deep pit. If the Prince can't go down, then he shall climb up! Locate the ledge on the wall to the right and run up and grab it. From here, move to the left and grab the ledge above, then shimmy over and pull the Prince up. Continue to walk around to the left until the Prince can go no further, then jump and pull up to the ledge above.

Be prepared to fend off a few pesky Crows, then jump across to the opposite ledge and continue the ascent. Pull the Prince up to the highest ledge, then jump across to the hallway behind him.





There is another Warp Room around the corner. Save your game at the Fountain, decipher the sequence of the wall panels, and step into the sand vortex to be transported to the present.

Time Power—Ravages of Time

Stepping into the TimePortal activates another one of the medallion's Time Powers. By invoking the Ravages of Time, the Prince can attack and quickly finish a fight against his enemies. When this power is invoked and everything turns red, start attacking! The Prince's attacks are lightning fast in this mode, while the enemies behave as if they are frozen in time. Using the Ravages of Time costs two Sand Tanks, so take that into consideration before using it.

THE PATH TO THE GARDEN WORKS

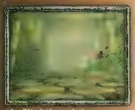
PRESENT

Lion Sword

None

OBJECTIVE

Activate the Towers.



1. Climb through the passage and return to the Garden Hall.

2. Navigate the Garden Hall's trees, platforms, and archways to find an exit to the Garden.

3. Encounter the Shadow.

4. Return to the Garden and find a path to the Garden Works.

Return to the Garden Hall

Leave the safety of the Warp Room and head into the passage beyond. Eliminate the patrolling Keepers in this area by trying out the Prince's new Ravages of Time Power. Keep attacking until the Prince's timer runs out and witness the devastating results.

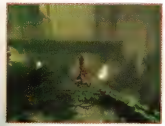
When the Prince reaches the drop off at the end, leap to the ledge on the other side and hang and drop down twice. From here, jump across to the ledge on the opposite side, move to the right, and drop again. Move to the right until the Prince can go no further, then drop and shimmy until he is hanging over the final ledge. Drop down and move to the right, drop one final time onto the floor of the passage below and dispose of the Keepers.

Garden Hall - Present

1 Go into the Garden Hall area, which has been overrun by vegetation. Eliminate the Keepers and find the stone block located at the base of the left wall.

2 Climb onto the block, then run up the wall and jump off at the end. The Prince should launch off the wall and grab the archway behind him.

3 Head toward the interior of the Garden Hall, leaping from archway to archway until the Prince reaches a junction. Follow the archway around to the left.



4 Jump off toward the opposite ledge and fight the Keeper, then hang and drop off the opposite end. 5 Next, shimmy to the right until the Prince steps onto the ledge against the wall, then pull up the next few sets of ledges until he can climb no further. Now shimmy around to a platform to the left, where a group of enemies await.

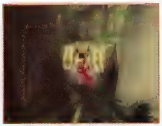
SHADOW

The Prince encounters a new enemy on the platforms in the Garden Hall—the Shadow. Expertly trained in the arts of stealth, these creatures can traverse the fortress virtually unseen. The Empress often puts them to use overseeing her other creatures, as they make effective spies and scouts.

In combat, their sword and dagger strikes will slice a victim with extremely vicious effectiveness. A Shadow's major weakness is that it has little in the way of armor.

6 Eliminate the Keepers and Shadows, then run along the right wall and grab the tree branch at the end. Pull the Prince up and walk to the end of the branch.

7 Leap across to the wall, then hang and drop down to the branch below. Walk out to the edge of the branch and drop down to the archway below. 8 Follow the archway to the back of the Garden Hall, then grab the platform connected to the statue.

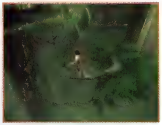


9 Finally, grab the tree branch overhead and follow it toward the opening in the wall to the left. Grab the ledge, and pull the Prince into the hallway.

Return to the Garden

Things definitely don't get any easier on the other side. First, leap across the gap to the ledge against the back wall, then proceed to the left and drop down to the bottom ledge.

Locate the branch behind the Prince and jump to it to. Follow it around to the wall, then jump and grab the crevice and shimmy around the tree to the branch on the other side. Drop down and walk along the branch to its end, then leap over to the ledge on the opposite wall. Finally, go back up the ledges to the hallway on the other side. Use the Fountain to save your game.

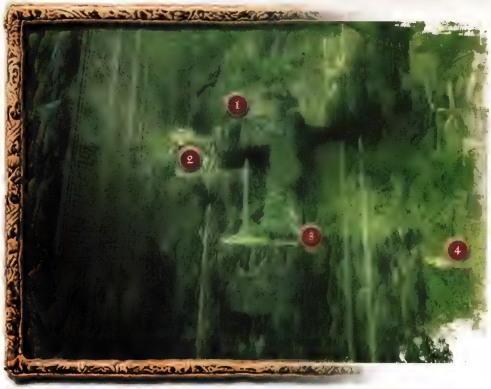


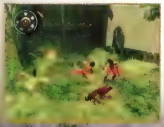
1 After disposing of the enemies, hang off the edge next to the tree by the entrance.

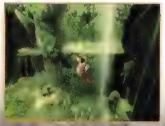
2 Drop down to the ledge below and shimmy to the right, moving underneath the outcropping until the Prince is over another ledge below. 3 Drop down to another ledge, then hang once more and shimmy to the right until the Prince is around the corner.

4 Jump to the ledge opposite the Prince, then make quick work of the Bladedancers and Keepers.

5 Locate the grassy ledge on the mountainside behind the waterfall and run up the wall. Now jump and grab the crevice in the rock.







9 Shimmy around to the left and grab the ledge, then jump and pull up to the platform above. 10 From this position, locate a small section of a destroyed bridge. Climb onto it and run along the left wall, then jump at the end.

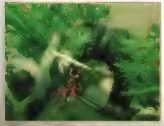
8 Shimmy to the left and pull the Prince up, then get ready to battle a group of Bladedancers and a Shadow. Use the Prince's new Ravages of Time Power.

IN NEED OF SAND?

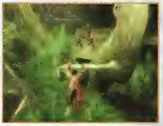
Before going any further, spend some time collecting Sand from the various containers littered around the area. You may need it to trigger the Ravages of Time again.

9 Return to the edge from which the Prince pulled himself up and locate the grassy ledges on the left side. 10 Climb up the ledges and jump off the top one, grabbing the pole behind the Prince. Now climb up the pole and rotate around so that the Prince's back is facing the tree branch behind him and jump to it.

11 Jump to the right to grab the tree branch, then swing and release to grab the stone archway directly in front of the Prince. 12 Walk to the edge of the archway to the left, then leap to the ledge of the rock formation beyond. Walk around the ledge to the right and drop down to the ledge below.



13 Get onto the small platform and walk out onto the beam. Jump across to a branch, then swing and release to grab the ledge of a platform beyond.



14 From this platform, jump to the branch to the left. Swing off the branch onto the next platform and fight another set of enemies.

15 Run along the right wall to reach the small beam sticking out of the platform. Use the Fountain to save your game and get ready to move onward.

16 Next, run up the wall to the right of the Fountain and get onto the ledge. 17 Move to the right, then leap to the tree. Rotate the Prince around so that his back is to the tree to the left, then jump to it.

18 Jump from tree to tree until the Prince can jump to the branch sticking out of the platform.

19 Run along the wall to the right to grab the ledge on the opposite side. Shimmy to the left, then head into the hallway.

Proceed past the new few traps, using the Eye of the Storm Time Power if the need arises. Take the path to the Fountain and save your game.

BATTLE TIP!

If you're having trouble with these enemies, use the stump to pull off some fancy acrobatic attacks.

RIGHT PLACE, WRONG TIME

PRESENT

None

Lion Sword

OBJECTIVE

Activate the Towers.

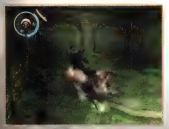
On a quest to find a way to shut down the fortress' second tower, the Prince has arrived at the Garden Waterworks. If he can continue to carve a path through the Vegetal Tower's hazard-filled exterior walls, then he may eventually find the source of its power.

The Heart of the Garden Waterworks

The first set of hazards barring the Prince's path is a pair of stone crushers that move in and out of the left wall. As soon as they extend, jump to the first one and then quickly jump to the next one. While on the second one, run along the left wall until he grabs the rope beyond.

Swing from the rope and jump to the tree to the right. Rotate the Prince around so that his back is facing the spiky pole connected to the wall and jump to the pillar behind it as the pole lowers along its path.

Inside the small room, the Prince will encounter the Crow Master—yet again—as well as a Shadow creature. Defeat them both and walk onto the small beam sticking out of the doorway, jumping to the pillar across the way. Climb up the pillar a bit, rotate the Prince around, then jump across the gap to the small platform against the back wall. From this position, run along the wall to the left and grab the platform above on the other side.

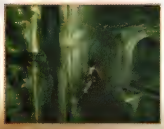


1. Weave through the Garden Waterworks and become the heart of the Vegetal Tower.

2. Find a path to the Crow Master.

3. Run from the Dakaka and find the Warp Room.

Jump to the pillar in front of the platform, then climb up to the top. Rotate the Prince so that his back is facing the entrance along the wall, then jump to the small beam.



The Prince finds the area he is looking for outside, but he's in the wrong time period. If he can find a Time Portal to send him back to the past and return to this spot, he can shut down the tower. Off in the distance, the Crow Master makes another appearance.

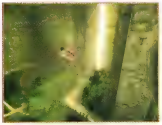
FIGHT THE SHADOWS

There are some Shadow enemies inside this room. Use the Prince's acrobatic moves to eliminate them before moving onward.

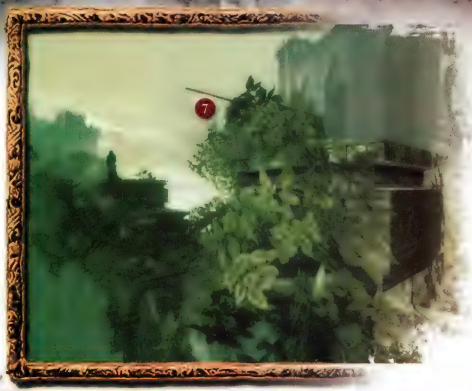
The Crow Master's Demise

1 From the entrance, run along the wall (over the archway) to reach the platform to the right. 2 Locate the pillar that is diagonally across from the platform and jump to it. From the pillar, rotate the Prince so that his back is to the tree and jump to it.

3 Move down to the bottom of the tree and rotate the Prince until his back is facing the pole that is sticking out of the stone debris below. From this position, jump over and grab it.



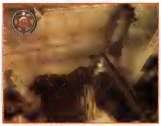
4 Shimmy over to the right a bit, then swing off the pole onto the tree directly ahead. Now rotate around the tree and leap onto the ledge beyond. 5 From the the small beam, jump to another pole, then leap off it get to the Crow Master.



6 As the Prince readies his sword to strike down the Crow Master once and for all, the ground shakes to signal the arrival of the Dāhaka. Suddenly, the Dahaka impales the Crow Master with one of his tendrils, tossing the creature around like a rag doll and knocking the Prince across the landscape across the way. 7

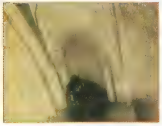
Escape From the Dahaka

There is no time to hesitate—the Dahaka will be bearing down on the Prince in mere moments! Run across the wall to the ladder, slide down to the bottom, and jump to the pole behind the Prince.



Without stopping, swing from one pole to the next one to reach the platform below. From here, head for the wall and run along it to the right toward the hole in the wall. Continue to run along the left wall to avoid the pit, then run along the next wall to drop down to a doorway that leads back outside.

Back outside, run along the wall to the right of the entrance to grab the ladder at the end. Slide down the ladder, then run back the opposite way to the left to drop in front of a doorway below. Break the barrels barring his path and head inside.



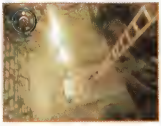
Climb up the ledge and run along the wall to the left, grabbing the ledge of the floor beyond. Shimmy past the barrel blocking the Prince's path.

CREATE A PATH

You must act quickly to bypass the barrel that is blocking the Prince's path. Fail to move quickly enough and the Dahaka will grab the Prince.

The Prince will eventually reach the interior of the Vegetal Tower with the Dahaka right behind him. Head across the grated bridge and take a left around the corner. Run along the right wall to the rope, release it and continue to the platform on the other side.

The only thing that will keep the Dahaka at bay is a curtain of water, so find one fast! Head into the passage, leap across to the ladder, and slide down to ground below. Without pausing, head down the final corridor until the Prince reaches the safety of the Warp Room.



Now that the Prince has found sanctuary inside the Warp Room, save your game and decipher the correct sequence of the wall panels to activate the Time Portal. Steeping into the Sand vortex whisks the Prince back to the past, activating an additional Sand Tank in his medallion in the process.

THE GARDEN WATERWORKS

PAST

1. In the far back corner against the right wall in the Garden Works area.
2. On a ledge up on the back wall of the Garden Works area.

Lion Sword

UPGRADE PEDESTAL

Inside the Garden Waterworks area, at the end of a secret passage inside the small enclosure with the lever.

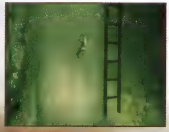
OBJECTIVE

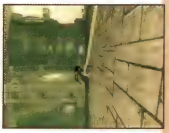
Activate the Towers.

Stepping into the Time Portal and transporting back to the past, the Prince must return to the heart of the Garden Waterworks and find a way to shut down the Vegetal Tower.

Return to the Garden Waterworks

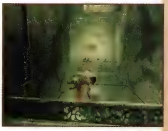
Leave the safe confines of the Warp Room and head into the hallway. There are some ladders at the end of the hallway. Climb the first one and jump at the top to grab the one behind it. Head up this ladder and hop off on the floor of the next passage. Inside this Garden Hall, the Crow Master returns! Attack this pesky creature with all your might, then run along the right wall and grab the rope when he disappears. Swing on the rope to get to the opposite platform, then take a right and double back the way the Prince just came.

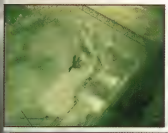




DOUBLING BACK

Here's a quick look at the path to take: 1. Hang over the railing and jump off it to the pole across the way. 2. Swing from pole to pole to access the railing on the balcony on the other side. 3. From the hallway, climb the ladder and jump across the hallway to the lever on the other side. 4. Pull the lever down to the bottom, then drop off and head through the open doorway. 5. Continue through the hallway to reach the end.





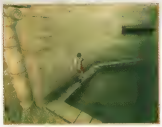
1. Return to the Garden Waterworks area in the past.

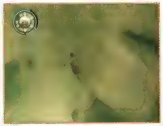
2. Navigate the Garden Waterworks' grounds and locate the Secret Chests.

3. Turn the levers in the [illegible] and [illegible] the flow of water, [illegible] the door to the Secret Room.

4. Locate the secret passage and earn a Life Upgrade.

Walk along the ledge to the right, then grab the crevice above and shimmy over to the platform. The ladder here leads to a platform above. To get past the three buzzsaws tracking up and down the wall, simply run between them. Use the Eye of the Storm Time Power to slow them down, then run across to the platform on the other side.





Enter the next hallway and run across the wall as the buzzsaws begin to track upward. At the end, jump off the wall to the ledge across the way and save your game at the Fountain.

The Goal Is In Sight

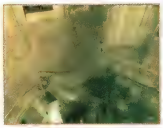
From the Fountain, run up the wall to the left to access the Garden Waterworks area. As soon as he steps foot on the grassy grounds, the door behind him shuts, locking him in the area with some Keepers and Shadows. Spend a few moments clearing the area of enemies, then locate the **Secret Chest**. It's located near the right wall in the far back corner.

TIME FOR STEALTH KILLS

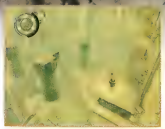
The enemies patrolling the grounds aren't aware of the Prince's presence. Take advantage of this situation and stealthily sneak up on as many of them as possible and make quick work of them. This also enables you to save some of the Prince's Sand.

Find the lever in the center of the grounds and turn it 180 degrees clockwise. By doing so, the closest stone column on the left side moves with it. Now go to the left and run up the column and onto the small beam (it should be facing to the left). From here, jump across to the pillar in front of the beam, then climb to the top, rotate him around so that his back is facing the crevice in the wall, and jump to grab it.

Shimmy around to the left and drop to the platform. Next, run along the wall to the left and grab the rope hanging over the fountain in the wall. Use it to reach the platform on the other side, then turn the next lever 90 degrees clockwise (it should be facing six o'clock). Walk onto the small beam connected to the platform and jump to the column, which should be facing toward the archway to the right.

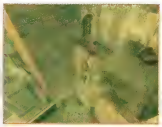


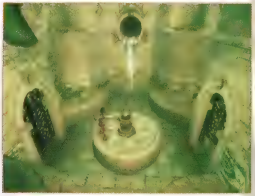
From the beam of the column, jump across to the archway. Now walk across to the opposite side of this structure and jump back over to the next column (it should also be facing this direction). Turn to the right and locate the small platform with the lever and jump to it. Turn this lever 180 degrees clockwise so that it's facing twelve o'clock.



Run along the wall to the left and grab the rope, then continue until the Prince drops into the small alcove in the corner. Grab the crevice in the wall to the left and shimmy until he can go no further. With his back facing a pillar behind him, jump and slide down a bit, then leap toward the column next to it.

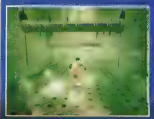
Walk onto the small beam facing the back wall and grab the ledge above. Pull the Prince up (don't forget to open the **Secret Chest**) and roll through the partially opened gate to the left. Inside this small enclosure, push the lever 180 degrees counter clockwise until it locks into place (facing the nine o'clock position). This causes water to flow into the room and outside.





UPGRADE PEDESTAL

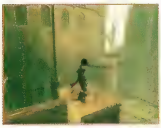
To locate the entrance to the Upgrade Pedestal, climb into the foliage on the left side of the enclosure, then run up the wall and grab the ledge. Use the next ledge to enter the passage. There are a couple of steps to get past, and the Upgrade Pedestal awaits around the corner.

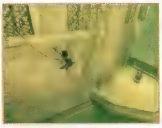


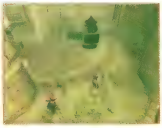
HEADING BACK

Retrace the Prince's steps underneath the gate and outside, leaping back over to the column from which he came. Continue to backtrack by jumping to the pillar, then grabbing the crevice in the back wall. Shimmy to the right and drop into the alcove. Lastly, run along the wall, utilize the rope, and drop onto the platform with the lever.

Push the lever counter clockwise 180 degrees until it is facing the six o'clock position, then continue to backtrack by jumping over to the column and then to the archway. Continue to backtrack by jumping to the next column, then head over to the platform with the lever to the right. Go along the wall and use the rope to swing to the alcove in the corner, then shimmying along the crevice to the right. Finally, jump to the pillar and slide down a bit; rotate the Prince to the right until his back is facing a column. Jump to it and drop to solid ground.

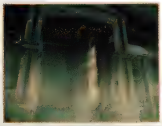


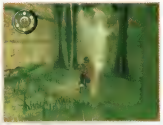




Return to the lever in the center of the grounds (the first one the Prince pulled) and rotate it 180 degrees clockwise until it is facing the three o'clock position. This diverts the flowing water into an aqueduct below, which, in turn, unlocks the door back in the Hourglass Chamber, giving the Prince access to the Throne Room.

A locked gate bars the pathway down by the aqueduct, so there must be another way to it. For the moment, the only available path is through the same doorway he entered. Head through it and continue into the passage beyond.





THE DOOR IS OPEN

PAST

Secret Chests

1. On a platform on the left side of the Garden Hall next to a wall panel.
2. On a platform above the Garden Hall. To get to it, grab the rope in the middle, then release and jump at the end.

Lion Sword

OBJECTIVE

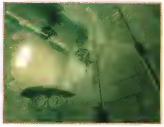
Return to the Hourglass.

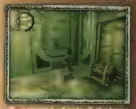
Now that the door to the Throne Room has been opened, the Prince can gain entrance and stop the Empress before the completion of the Sands of Time. The Prince needs to find a way back into the Hourglass Chamber, where the entrance to the Throne Room is located. To make matters worse, the Dahaka is still roaming the fortress passages looking for him.

1. Return to the Garden Hall.

The Way Back

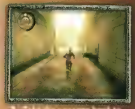
Return to the passage from which the Prince entered the Garden Works and run along the left wall to the platform at the end. Maneuver past the buzzsaws and drop down to the entrance below. Zip past the three buzzsaws on the wall to the right, and climb down the ladder on the opposite platform to reach the next platform. Run along the wall back to the left (past the two buzzsaws) and drop down to grab the ledge.





2. Return and unlock the two Secret Chests.

The next door is closed, so the Prince will need to find a way to open it. To do so, climb the ladder and jump off it to grab a lever on the opposite wall. Quickly hop down and go through the opened door before it closes.

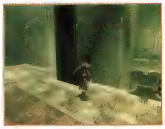


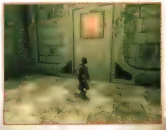
3. Take the passage back to the Central Hall.

NOT ENOUGH TIME?

Although you don't need to slow down time to make it past the closing door, you can invoke the Eye of the Storm if the Prince's Sand Tanks are full.

Hop over the balcony railing, then swing and jump across the poles to get back to the other side. Proceed to the section at the opposite end and double back. Run along the left wall, grab the rope in the middle, and use it to reach the platform beyond. To activate the wall panel, simply run up the wall.

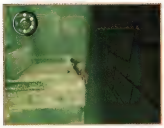


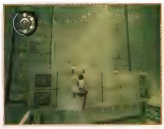


ANOTHER SECRET CHEST

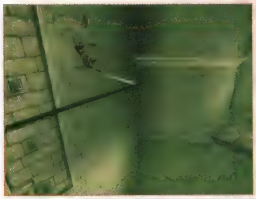
Don't leave the area before you find and open the **Secret Chest**. You can't miss it; it's near the wall panel switch.

Activating the wall panel causes a block to extend out the wall back in the middle section behind the Prince. Quickly run along the wall to the right, and use the rope to reach the other side. Climb onto the block, run up the wall, and jump off to grab a bar overhead.



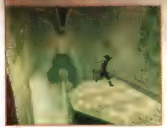


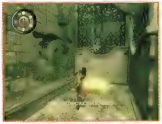
While hanging on the bar, move to the right until the Prince is facing a ledge against the back wall. Jump to the ledge and follow it to the right, then leap across to the ledge on the opposite side. Continue around the ledge to the right, jumping from one ledge to the next, until the Prince reaches a platform at the end. Drop down to it and climb down the ladder to the lower platform.

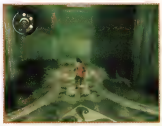


THE LEVER DOESN'T WORK!

The hanging lever in the section described previously will *not* move, so don't bother messing with for the time begin.







At the bottom, turn left and run along the wall to grab the rope. Swing from the rope and continue to run, jumping off the wall at the end and over to the platform across the way. Unlock the contents of the **Secret Chest,** then jump across to the tapestry to slide down to a ledge below. Now it's finally safe to drop to the ground below. Head through the center passage in front of the Fountain to exit the Garden Hall and save your game around the corner.

THE EMPRESS

PAST

None

Lion Sword

OBJECTIVE

Return to the Hourglass.

Stuck in the Middle

Inside the Central Hall, the Prince is uncomfortably positioned between the Dahaka and the Sand Wraith. Before he can react, the Dahaka shoots out its dark tendrils, consuming the Sand Wraith in the process. Seemingly satisfied, the Dahaka turns and disappears. What madness is this?

Remembering his ultimate goal, the Prince steels his resolve to enter the Throne Room and stop the Empress. To do so, leap across the chasm and head into the passage leading to the Hourglass Chamber. To get there, a few familiar traps stand in his way, including rotating blades and spiky poles. Run along the left wall past the first set of poles. Now wait for the bottom pole to move away from the Prince, then run along the left wall and jump at the end to grab the ledge on the opposite side. Quickly drop down and shimmy to the left, then pull up to the ledge above. As soon as the next pole passes, drop down and shimmy to the left (underneath the higher stationary pole), then shimmy to the left and drop down to the safety of the passage on the other side. Roll past the remaining few rotating blades, then take the stairs into the Hourglass Chamber.

1. Encounter the Dahaka and the Sand Wraith in the Central Hall.

2. Enter the Hourglass Chamber and enter the Throne Room with [illegible]

3. Fight the Empress to the death and stop the creation of the Sands of Time.

Upon entering the Hourglass Chamber, the Prince stops and studies the Hourglass—the bane of his existence. Time is running short and it's now or never. Kaileena approaches and, as they near the Throne Room, he asks her to leave the island and return to Babylon with him when it's all over. She declines. Why would she want to stay in this forsaken place?

The Prince gets his answer as soon as he enters the Throne Room. Discovering there are no Sands and that the Empress isn't here, he comes to the realization that, in fact, Kaileena *is* the Empress! Unfortunately, she traps him inside the Throne Room.

THE EMPRESS

Created eons ago by the Gods, the Empress is an unwitting byproduct of the creation of the Timeline. Consequently, she carries part of the Timeline within her, which makes her incredibly powerful. With the ability to command and create Sand Monsters at will, she is unmatched in her cunning and strength.

The Empress has the ability to warp in and out of time, making her a tough target. She also is adept at blocking the Prince's attacks, giving him little room to break through her defenses.

While the Prince can block many of her blows, the Empress dual blades will eventually slice through his defenses, rendering traditional blocking maneuvers useless. To counter this, always stay on the move and roll away from her attacks.

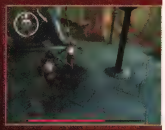
Use the Prince's Eye of the Storm Time Power to slow down time, then unleash multiple combos. This technique should deplete a major portion of her health meter each time it is used.

REPLENISH YOUR SAND STORES

If the Prince runs out of Sand during this fight, break the vases and containers lining the sides of the Throne Room for more. The Executioners also leave behind Sand Clouds when eliminated.

When the Empress loses about one-third of her health, she will lock swords with the Prince. Rapidly press the Attack button to push her back until the Prince overpowers her.

Eventually, the Empress will summon her Sand Monsters to aid her in the battle. These elite guards, known as Executioners, are extremely skilled in the art of combat and can block most conventional attacks. Use athletic attacks and maneuvers to keep them off balance, as well as the Prince's Time Powers (including the Ravages of Time), to eliminate them quickly.

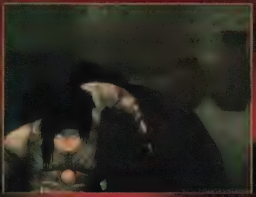


EXECUTIONERS

The Executioners carry a very powerful weapon. After defeating one of them, pick up the dropped weapon and use it against the Empress.

After defeating the Executioners, the Empress rejoins the battle. Use the same tactics as described previously to inflict damage. You can use the Breath of Fate attack, but it won't be as effective.

After another wave of Executioners and a final sequence between the Empress and the Prince, she will finally go down in defeat. Upon defeat, the Empress explodes in a fury of Sand. When the Prince comes to, the fortress is coming down on him. Having completed his mission, he must return to the present and find a way off the island.



YOU CANNOT CHANGE YOUR FATE

PAST

Lion Sword

OBJECTIVE

LEAVE THE ISLAND.

SECRET CHEST

1. In the back-right corner of the Throne Room, next to the throne.
2. In the front-left corner of the Throne Room, next to the statue.
3. Inside the Tomb Chamber along the back wall.

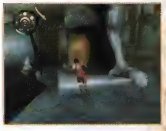
1. Locate the two Secret Chests and escape the Throne Room.

Now that the Empress is defeated and the Sands of Time were never created, surely all that the Prince needs to do is find a Warp Room and return to the present.

FIND A WAY OUT

Although the fortress is highly unstable, take a moment before leaving the Throne Room to find the two **Secret Chests**. The first is in the back-right corner of the room, near the throne. The second one is located in the front-left corner, next to the huge statue. Destroy them to unlock their contents, then go through the opening in the broken statue to the left of the throne.

2. Run from the Dahaka and enter the catacombs.



Inside this hidden passage, jump over to the small platform across the gap. Wait for the spiky pole and the two buzzsaws to move up the wall, then run across to the other side. Locate a lever and pull it counter-clockwise to open the door if the door beyond is closed.

3. Escape the Dahaka multiple times while finding an exit from the Tomb Chamber.

The End... Or Just the Beginning?

Just as the Prince lets his guard down, the Dahaka suddenly returns! Before he can react, the behemoth whips out a tendril and grabs the Prince, tossing him into the cave from which it emerged. Run!

Go around the corner and leap over the first pit, then run along the left wall when the floor falls out. Run along the left wall again and over the next pit, dropping to the floor below.

Head for the right wall and run along it to grab the pole in the middle. Swing from pole to pole to reach the ground. At the next corner, invoke the Eye of the Storm Time Power and run along the left wall as the floor collapses, hitting the panel and grabbing the rope. If possible, release the rope on the first swing and continue to run until the Prince grabs the tapestry and slides down in front of the open door.

Out of Sand? If you don't have enough Sand, follow the same steps but don't waste any time on the rope. There is simply no way to reactivate the panel and the door below will close fairly quickly.

Inside this Tomb Chamber, the Prince realizes that *he* is the architect of his own destruction. In his quest to destroy the Sands of Time, he has been the one to create them. As the Dahaka attempts to smash through the grating above, the Prince reads the inscriptions on the wall. They tell of the Mask of the Wraith, which gives the person who wears it a second chance to travel back through time and change fate. There may still be hope...

The Chase in the Tomb Chamber

The tomb inside this chamber looks like it was meant for a prince. Take a moment before leaving to pay your respects, then locate the **Secret Chest** directly behind it against the back wall.

Multi-Part Dahaka Chase Begins! The Dahaka finds a way into the Tomb Chamber and gives chase again. Find a way out of the Chamber while staying one step ahead of the beast. To find an exit, the Prince will need to enter the Chamber's back passage *three times*, taking a different route each time to reach three levers.

PATH 1

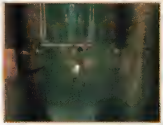
Take the stairs at the front of the Tomb Chamber. When the Dahaka reappears at the end of the corridor, run along the right wall and jump to leap over to the platform to the left. Smash through the barrels blocking his path and run along the left wall to grab the pole beyond. Swing from pole to pole to get up to the platform above.

Around the corner, run along the right wall and grab the rope in the middle. Swing and release the rope, then jump off the wall to the platform to the left. Break the barrels along the path and continue down the corridor. Continue to wall run and jump off to the ledge to the left. Grab the hanging lever to send a curtain of water splashing down in front of the Prince.

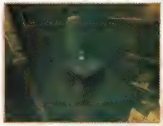
Access the platform across the way and locate the lever set in the wall. Pull the lever backwards to lower the platform on which the Prince is standing back to the Tomb Chamber. The tomb that was once at ground level has also risen on its platform high above the ground.

PATH 2

Drop down and return to the same set of stairs the Prince climbed mere moments ago, but this time turn right and head down the passage from which the Dahaka came. Scurry along the left wall at the corner (the Dahaka still gives chase) and grab the pole. Swing from pole to pole to reach the platform beyond, then leap the next gap and turn right. Locate the next hanging lever and swing off it to go through another water barrier.



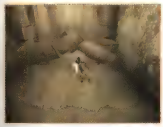
From this platform, run up the wall and grab the ledge of the column to the left, then shimmy to the left until you can pull him onto the ledge. Continue to the left and drop down on the platform with the lever. Pull it to lower the Prince back to the ground, raising the tomb up even higher in the process.



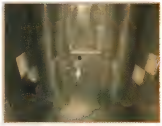
Drop back down to the stairs again and go to the right passageway, running along the wall to bridge the gap. As expected, the Dahaka renews the chase. Continue down the familiar path, except this time turn left at the end.

Roll under the rock obstruction and continue to the next pit. Run along the right wall, grabbing the rope in the middle and releasing. When the Prince grabs a pole, swing from it to reach solid ground. Around the corner, jump from wall to wall until the Prince reaches the top.

Roll under the next rock obstruction and jump from wall to wall again. Up top, run along the right wall and grab the rope, then release it and grab a second rope. From this rope, grab a pole and swing from one pole to the next to find solid ground.



Leap over the next gap and run along the left wall, jumping off at the end to latch onto the tapestry. Back on solid ground, run around the corner to the right and roll under the rock, then run along the wall to the left, jumping off at the end to reach the platform to the right. At the next corner, roll under the debris and grab the lever to swing through the curtain of water it creates.



THE TOMB LEADS THE WAY

Back in the Tomb Chamber, run up the wall to the left and grab the ledge above. Shimmy around to the left, then pull the lever to lower the platform and raise the tomb. This also creates a set of ledges that extend from the walls of the tomb's platform. Move around to the right side of the tomb platform and climb the ledges to the top.

Locate the hanging pole beyond the tomb and the curtain of water. Swing off it to reach the passageway beyond to thwart the Dahaka once more. Save your game at the Fountain and prepare to move on.

THE SWORD IN THE PRISON

PRESENT

1. Lion Sword

1. Inside the passage just beyond the Fountain.

OBJECTIVE

LEAVE THE ISLAND.

1. Enter the Catacombs and find a path to the Prison Hall.

2. Encounter the Empress, Assassins and Spartans on the death

3. Navigate the underbeams of the Prison Hall and find a way to the bottom.

4. Attempt to pick the sword and flee the Dahaka.

Having eluded the Dahaka—at least for the moment—the Prince is on a new quest to locate the Wraith Mask. His only choice is to forge forward, through the fortress' underground catacombs.

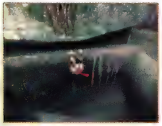
THROUGH THE CATACOMBS

Before you do anything, break open the **Secret Chest** along the left side of the passage. Around the corner, run along the right wall and grab the archway at the end. Pull him up and contend with the Keepers on the other side.

BROKEN SWORD

It looks as if the Prince's Lion Sword was broken during the fight against the Empress. As such, it is no longer as effective against enemies, meaning it will take much longer to eliminate them. Until a suitable replacement can be found, dispose of enemies by throwing them off ledges.

Continue through the catacombs by running along the left wall and grab the stone archway at its end. On the platform, hang over the edge and shimmy to the left until the Prince reaches the archway. Jump from archway to archway until he reaches solid ground.



Locate the ladder hanging above the Prince's head on the left wall and run up the wall to grab it. Climb up the ladder, jump to the next one, and climb to the top. Jump back to the other side of the passage and grab the crevice in the wall. Shimmy over to the right to get back onto solid ground.

Enter the Prison

Up top, the Prince peers through a slot in a locked doorway and sees a sword in the next area. Now he just needs to find a way to reach it! First, enter the small room to the right and drink from the Fountain to heal the Prince's wounds and save your game.

A new enemy, the Assassin, makes it appearance down the corridor to the left. It's a brutal battle with the Prince's damaged Lion Sword, so pick up a secondary weapon to make defeating the foes in this area easier. Collect any Sand Clouds left behind and move onward.

Assassin

The strongest and most agile of the Bladedancers, these female warriors possess incredible acrobatic skills and mastery of the disc-blade and dagger. When grabbed, there is no way for an Assassin to avoid an opponent's attacks. Assassins wield Agas swords, which have the special ability to steal an opponent's life force and transfer it to the wielder.

1 Proceed through the doorway to the right to enter the fortress' Prison Hall. While walking on a rickety beam, another one to the left crumbles into dust and debris, falling to the ground below.

2 Take the first left; don't go forward. When the Assassin appears at the other end. 3 Turn right and continue along the beam. Continue moving forward until the Prince reaches the platform.

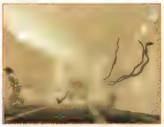
4 Follow the next beam to the right. At the turn, the left portion crumbles apart, so leap across to the next support beam and take it to the platform.

5 Run along the wall to the left, slashing the Assassin in the process, then head along the next wall to the left and over to the platform beyond.

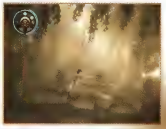
6 Grab the tapestry along the back wall and slide down it, then jump off at the end to grab the tapestry behind the Prince. This enables him to drop down to the bottom of the Hall.

A New Sword?

As the Prince approaches the new sword, the Dahaka climbs up from a pit and knocks it away! As usual, the only thing the Prince can do is run!



Go down the passage, take a left, and go down the stairs. Turn right and run along the left wall. Weave the Prince through the barrels in the next passageway, then take a right and head down the next set of stairs. At the bottom, run along the right wall and splash through the curtain of water to find the Warp Room.



Save your game at the Fountain and decipher the sequence to activate the panels to the Time Portal. Once the portal is active, step into the sand vortex to transport the Prince back to the past.

THE POWERS OF TIME—WIND OF FATE

Stepping into the Time Portal awakens another Time Power, the **Wind of Fate**. This power enables the Prince to execute a stronger ground attack than the Breath of Fate Time Power, which will inflict greater damage to any enemies caught within its blast radius.

THE PATH TO THE LIBRARY

PAST

Scorpion Sword

1. Head into the Prison to the past and find the new sword

2. Fight the Executioners and find a way out of the Prison

3. Encounter and defeat the Thrall.

4. Uncover the secret passage in the Upgrade Pedestal.

5. Escape the Prison and enter the Library

OBJECTIVE

Return to the Throne Room.

1. Inside a small room set in the front wall. To open it, pull the lever to unleash the Executioners.
2. Inside a small room along the right wall; go through the doorway using the Eye of the Storm power.
3. Inside the room at the top of the ladder, after defeating the Thrall.

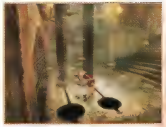
UPGRADE PEDESTAL

At the end of a secret passage behind a cracked wall on the balcony level of the Prison.

Thwarted by the Dahaka, the Prince lost his opportunity to grab the sword at the bottom of the Prison Hall. But, once he has transported himself into the past, perhaps the sword will be there. Only time will tell...

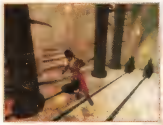
The Path to the Sword

To maneuver past the next set of traps, wait for the poles to move toward the Prince and run along the left wall. At the end, roll out of the way before the blades can reach him. Head up the stairs, roll underneath the rotating blade, then run past the three sets of buzzsaws lining the next stairway.

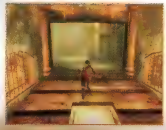


At the top of the next set of stairs, diagonally run to the left to miss the buzzsaws and head into the corner of the hallway. Next, time the movement of the poles as the buzzsaws pass by to the right.

To get across the next pit, jump over to the stone crusher. When it's safe, drop and hang off the opposite edge of the crusher and jump off it to the ledge on the other side.



Step on the floor panel to open the doorway at the end of the passage to enter the Prison Hall. In the middle of the hall, the Prince finds his prize, the **Scorpion Sword.**

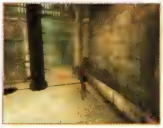


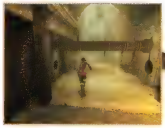
SCORPION SWORD

This amazingly strong sword, made of ancient metals, can break through weakened walls with ease. To break through a wall, though, it must have a crack in it. With the Scorpion Sword in the Prince's possession, return to the earlier areas where the secret weapons were hidden and smash through the walls to obtain them.

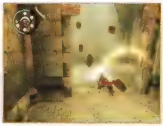
Escaping the Prison

Defeat the attacking Keepers, then use the doorway in the back-right corner to find the next passage. Run past the first spiky pole, then wait for the next pole to track up to bypass it.

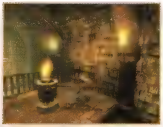


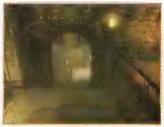


Charge up the Prince's Scorpion Sword (hold down the Attack button) to break through the boarded-up doorway at the end of the passage.



The floor panel inside the next room opens the door to the left when activated, but it quickly closes as soon as he steps off it. To solve this puzzle, pull the lever at the top of the stairs clockwise until it locks into place to open the room's other door. Be advised that this triggers the appearance of a new enemy—the Executioner. Use the pillar in the middle of the room to pull off some athletic attacks against the Executioners, or use the Prince's new Wind of Fate Time Power.



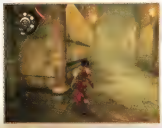


EXECUTIONER

Executioners are exceptionally skilled warriors that are capable of mighty strikes. With the ability to block most conventional attacks, these creatures should be handled with extreme caution.

Locate the small room set in the front wall and open the **Secret Chest** inside, then go into the room in the back-left corner and pull the small cage onto the floor panel. Its weight will keep the panel depressed, allowing the Prince to exit through the door to the left.

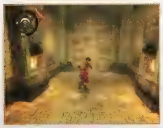
Jump onto the ladder against the back wall and take it down to the floor. The Prince encounters a new trap down here—slicing blades. To get past them, use the Eye of the Storm Time Power to slow them down and roll underneath as they extend form the wall.

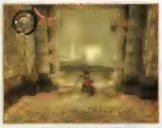


SLICING BLADES

These huge, razor-sharp blades are designed to keep the Empress's enemies from escaping the Fortress' prison. These blades shoot out of the walls with lighting speed, tracking down their length in rapid intervals.

Zip past some more buzzsaws and rotating blades around the next few corners until the Prince reaches the boarded-up doorway at the end of the corridor. Use the Scorpion Sword to destroy the door and head into the next room.

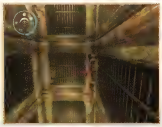




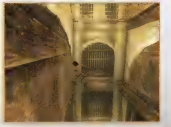
Stepping on the floor panel in the next room causes spikes to shoot out from certain portions of the floor. Turning the lever clockwise until it locks into place allows enemies to come pouring into the room. Quickly run to the floor panel and use it to eliminate as many enemies as possible.

Enter the room on the right and run up the left wall to activate the wall panel inside. Although this opens a door back in the other room, it doesn't stay open long enough. When the panel is activated, invoke the Eye of the Storm Time Power to make it through it.

Eliminate the Executioners inside the next room and locate the **Secret Chest** inside the small room in the right corner. Pulling the lever clockwise in the passage beyond does two things: 1. It closes the doorway to the room the Prince was just in; 2. It opens another door that allows him to proceed. Drink from the Fountain and save your game.



To traverse the next pit, run along the right wall and jump off toward the next wall. When he makes contact with the opposite wall, jump again to make him grab the ledge above. Repeat the process of jumping back and forth until the Prince reaches the ledge of the room above.



The Thrall immediately lunges for the Prince in an attempt to trample him underneath its huge feet. Quickly roll to avoid it, then go on the offensive. Don't stay in one place for too long; always be on move and attack with a few hits.

THRALL

The Thrall's weak point is its backside, as it lacks armor there. Eventually, the Thrall will go down on one knee, allowing the Prince to climb up its back and start whacking away at its skull. Keep an eye on its hands and dodge its attempts to grab the Prince.

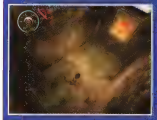
Use the Eye of the Storm Time Power when attacking the Thrall, as it will greatly reduce the amount of time it takes to fell one.

After the fight, enter the room to the left and locate the ladder on the back-left wall. Use it to climb into the next room, jumping off at the top. Before activating the wall panel, take a moment to find the **Secret Chest** located against the back wall. After doing so, activate the wall panel, then head through the door it opens.

UPGRADE PEDESTAL

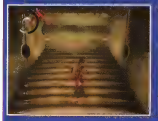
Before exiting this balcony level, locate the Upgrade Pedestal at the end of a secret passage. First, locate the boarded-up wall along the right-hand side and use the Scorpion Sword to break through it.

Venture to the left side to find a second cracked wall. Break through it and return to the panel and activate it. Invoke the Eye of the Storm Time Power, then quickly return to the second broken wall, heading through the open door at the opposite end, and into the next passage.

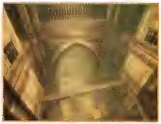


There are a couple of tricky hazards to get by, but previous experience with them should make it easy. Just use the same tactics used earlier to get by them.

Use similar tactics to get past the next set of traps. At the end, roll under the blades and weave through the poles and zip past the last spiky poles over a set of stairs. Around the corner to the left is another **Upgrade Pedestal**. Get the life upgrade and return back to the balcony room to continue.



Back in the balcony area, go through the doorway and follow the corridor around to the left until it seemingly dead-ends. Run up the back wall (over the stone face) and jump at the top to launch the Prince onto the wooden archway above. From here, face the back wall and grab the ledge. Jump off the ledge and grab the next highest beam, then head for the ledge above the archway. Jump one last time to the beam above, then walk along it to the passage.



A NECESSARY DIVERSION

PAST

Scorpion Sword

OBJECTIVE

Return to the Throne room.

SECRET CHEST

1. On the left side of the room at the top of the ladder.
2. Inside the rubble-filled room at the top of the Library.
3. Inside the final hallway with a series of beams overhead. Drop down from the beam to unlock it, then use the crate to get back up.

UPGRADE PEDESTAL

Inside the upper reaches of the Library, beyond an opening in the wall.

1. Find a way from the Library's ground floor to its balconies.

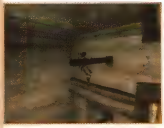
2. Uncover the Library's multiple Secret Chests.

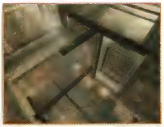
3. Navigate the beams and switches to find its exit.

Continuing his quest for the Wraith Mask, the Prince has covered a lot of ground, traversing the depths of the catacombs and into the Prison, then finally arriving at the Library. His trek is far from over though, as many more obstacles and enemies, including the wretched Dabaka, still stand in his path.

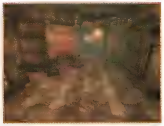
Into the Library

Run up either wall to the left or right of the Fountain, then jump off to grab the beam above. Walk to the opposite end of the beam (go to the right), then jump toward the wall and jump off it again to access the beam above. Jump back to the beam behind it, then walk along it to the right and jump toward the wall and then back again, grabbing the next beam above. Pull the Prince up to enter the passage.





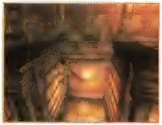
There are two small alcoves inside this portion of the library, both of which have levers. Go to the farthest one first and push it counterclockwise to seal off one portion of the Library and expose another. Enter the revealed room and take out the Executioners inside, then run up the back wall and pull the lever down to the bottom, opening a door outside in the process. Return to the alcove, pull the lever to get back into the first portion of the Library, then run around the corner and through the door before it closes.



Take the ladder up to the top and locate the **Secret Chest** against the wall on the left side of the room. Unlock its contents before heading through the opening on the right.

The Upper Reaches

Head into the Library's balcony section and follow the walkway as it leads across to a room on the opposite side. At the back of the last room, locate the two handles on the edges of the bookcases and pull them both out until they can move no more. This creates a set of walls that the Prince can use to climb up.



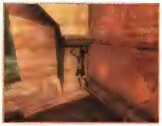
Run along the left-hand wall and grab the pole on the other end, then turn the Prince so that he is facing the other way and swing to the beam above. Jump to the next beam, then carefully walk out onto its end.

From this position, use the two poles along the left-hand wall and swing from one to the next until to reach the crevice in the far wall. From the ledge, move to the right and jump back up to grab the small portion of the ledge above. Access the beam above and shimmy across to the right to the next beam to get to the next room.

Secret Chest

There is a **Secret Chest** in the rubble of this area. Walk to the end of the beam and drop down, then drop down to the floor and locate it along the back wall.

The path this way is completely blocked, so go through the opening and walk onto the ledge to the left. Grab the ledge above, then jump off to the railing behind the Prince.



Upgrade Pedestal

To find the Upgrade Pedestal, walk around to the other side of the railing and jump to the next railing. Follow it around to the right until it hits the wall. Jump across to the ledge beyond, then drop down twice and shimmy to the right.

From the small opening in the wall, get onto the beam and jump to the back wall and drop down to the floor. Continue through the doorway inside this passage and go down the stairs. The Upgrade Pedestal awaits after two more hazards.

Walk around to the other side of the railing, then jump to the one next to it. Follow the railing around to the left and jump onto the platform. Walk onto the attached beam, but beware of a possible Assassin. Position the Prince in the middle of the beam and leap over to the opening across the way.

Push or pull the crate over to the back wall, then climb onto it and run up the wall and jump at the top to grab the beam. Continue to jump from beam to beam until he reaches the opposite end. Use the Fountain to save your game.

A THRONE AND A MASK

PAST

Scorpion Sword

1. Inside the Hourglass Chamber to the left of the staircase leading to the Throne Room.

OBJECTIVE

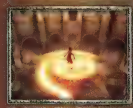
Return to the Throne Room

To return to the Throne Room, the Prince must cover some familiar ground. His trek will take him through the Mechanical Tower, into the Central Hall and, eventually, end up at the Hourglass Chamber.

1. Return to the Central Hall through the Mechanical Tower.

2. Use the Scorpion Sword to locate the first of five Secret Weapons.

3. Return to the Throne Room and find the secret passage.



4. Use the Time Portal to return to the present and receive a final Sand Tank.

Familiar Ground

Follow the hallway around the corner to the left and stop prior to a deep pit with a spiky pole. To pass it, run along the right wall and grab the first lamp pole. Swing around to get momentum and release it once the spiky pole heads upward.

An Assassin is waiting on the opposite side of the next pit. As soon as the Prince starts running along the wall, she follows suit and attempts to knock him off. Attack first and keep running until the Prince safely reaches the other end. All that remains is one last pit to traverse.

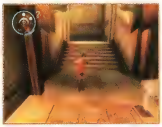
Use the Scorpion Sword on the boarded-up door to get inside the Mechanical Tower. To exit, walk to the end of the bridge and grab the platform. Walk onto the beam and use the Eye of the Storm power to get through. Now continue the same path from the previous visits to return to the Central Hall.

Time to Leave the Area

Arriving at the Central Hall, leap across to the platform and head down to the ground. After disposing of some enemies, there's an opportunity to acquire one of the game's five Secret Weapons. For more information on acquiring the Secret Weapons, refer to the "Magic and Mysteries of Persia" chapter.

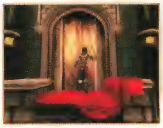
The Revelation

Return back to the top, then head into the passage leading to the Throne Room. At the Hourglass Chamber, locate the open passageway to the left. There's a **Secret Chest** next to it, sitting at the base of the left staircase.



Time the movement of the spiky poles and buzzsaws and run along the left wall. When you're ready leap across to the opposite side and continue. Head up the ramp around the corner to gain access into the Throne Room.

Inside the Throne Room, the dejected Prince seems to be at an impasse. Even if he can find the Wraith Mask, the Sands of Time have still been created and the Dahaka will surely get him—there must be something he has overlooked. As he walks up to the Empress' throne, he notices a crack in the wall behind it...



Use the Scorpion Sword to break through the wall, revealing a passage to a secret Warp Room. If the Prince can kill the Empress in the present—even if the Sands are made—all of the events leading up to his last adventure will not have occurred. All will be erased, including the Dahaka!

It's time to return to the present. Save your game at the **Fountain**, decipher the correct sequence of wall panels to activate the Time Portal, and step into the Sand Vortex. The Prince receives a final Sand Tank when he reaches the other side.

THE FACE OF TIME

PRESENT

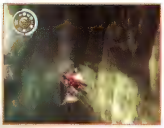
None

Scorpion Sword

Armed with the knowledge of what he has to do, the Prince must find the Wraith Mask and lure the Empress into the present where he can kill her. Ultimately, this should stop any previous events from ever taking place.

The Sacred Caves

Locate the small cliff and run up it to grab a ledge. Run along the right wall to the left to access the next set of cliffs and do the same to find the next cliff. At the end, jump to reach the cliff on the other side.



SCAVENGERS

The Sacred Caves are teeming with Scavengers, nasty beasts that will swipe at the Prince with their sharp, talon-like claws. If the Prince gets knocked down, others will pounce in for the kill. Scavengers can leap great distances and chase down their foes with terrifying speed.

From this cliff, run up the back wall and grab the ledge. Move to the left and grab the ledge across the way. Inside this next passage, drop into the water-filled pit, grab the crevice in the wall to the left, then shimmy to the right.

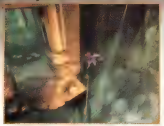
1. Encounter the Scavengers inside the Sacred Caves.

2. Destroy the chamber by activating the wall panels.

3. Locate the Wraith Mask.

4. Lure the Queen of the Witch and the Sand Wraith.

5. Find the Vizier Room and take a Sand Time Power.



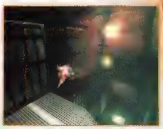
Inside a huge chamber, leap over to the platform in the middle. Note, however, that as the Prince moves toward the opposite end, multiple Scavengers and Silhouettes attack. When the coast is clear, traverse the rest of the platform and leap across to the ledge on the opposite side to find a Fountain.

The Path to the Wraith Map

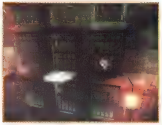
Roll under the doorway to the left of the Fountain. On the other side, run along the left wall to reach solid ground again. Step on the floor panel to activate a grated platform, then leap to it and run along the wall. Jump off at the end and grab the pillar before the platform retracts.

Climb up as far as possible and jump off the pillar toward the back wall, continuing to jump back and forth until the Prince catches the ledge above. Now walk to the right and jump across to the lamp pole.

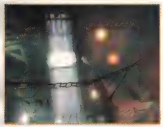
Use the pole to hit the wall panel, then jump back to the pole. Swing and jump back to the ledge beyond, then walk out to the edge and leap to the grated platform. Before it retracts, quickly run along the wall and grab the lamp pole to the right.



Use the pole to activate the wall panel, then jump off it to the pole above. Without missing a beat, swing off the pole onto the grated platform. Before it retracts, quickly run off it and across the wall toward the next panel.



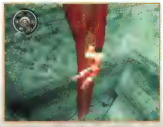
Jump across to activate the next panel. Next get back onto the ledge, walk around to the left, and jump to the grated platform. Now run along the wall to the left, around the wooden boards and onto the pole.



Finally, swing off the pole and rebound off the wall, jumping to the tapestry behind the Prince and slide down. As the Prince nears the bottom of the tapestry, jump to reach the passageway behind him.

Use the Scorpion Sword on the cracked wall to break through it. Run along either wall to bridge the next gap and head into the huge chamber. The Prince should be on a ledge much higher up than the previous time he was here.

From the doorway, run along the wall to the left grab the ledge. Shimmy around to the left to access the platform, then drop back down on the other side of the outcropping. When he reaches the end on the opposite side, jump across to the next platform and head into the doorway. Run along either side to bypass the first pit, then run along the left wall and grab the tapestry to get down to the lower floor.



A Cruel Revelation

As the Prince approaches what looks like mummified remains, he realizes that the petrified body wears the object of his quest—the Wraith Mask. The Prince puts on the mask and goes through a painful transformation. Then a sudden realization comes over him—he's the Sand Wraith! According to the Maharaja's tale, the Prince cannot remove the mask until his other self has perished.

Sand Wraith

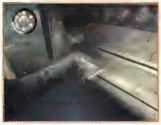
By donning the Wraith Mask, the Prince has transformed into the Sand Wraith. Still possessing his acrobatic abilities, wearing this mask gives the Prince the ability to regenerate the Sands of Time in his Sand Tanks without having to absorb Sand Clouds. Unfortunately, the Mask slowly drains the life force from him. Note that the Mask won't deplete all of his health; it stops when his health gets to approximately one-fourth.

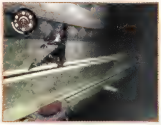
To reach the poles on the right wall, run up the back wall and jump at the top. Swing from pole to pole and jump off the last one toward the wall, rebounding off the wall to reach the column. Now rotate the Prince so that his back is facing the left wall, then jump and grab the crevice. Shimmy to the right and drop down to the crevice below and continue to the right. At the end, drop down to the ledge and leap to the beam behind him.

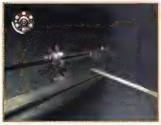
MORE TRAPS

There are a few more traps to avoid in the next couple of sections. Although not every trap is listed in this section, you can use similar tactics described throughout this walkthrough to make it past them. None of the traps are too difficult to traverse.

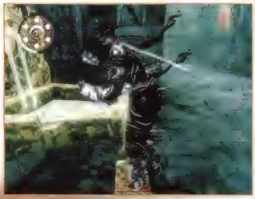
At the doorway, drop and hang over the edge and shimmy to beam sticking out of the wall to the left. Climb onto the beam, then jump over the buzzsaw and to the next beam. When the Prince reaches the final beam, shimmy him to the left and out of harm's way.







Use the Eye of the Storm to evade the upcoming piercing blades. On the other side of the curtain of water is a Warp Room. Drink from the Fountain to heal the Prince's wounds and save your game, then decipher the wall panel sequence and step into the Time Portal. The Prince receives a new Time Power in the process.



TIME POWER—CYCLONE OF FATE

This special Time Power gives the Prince the ability to execute the strongest ground attack possible, capable of injuring several enemies simultaneously.

A SECOND CHANCE

PAST

1. Opposite the Fountain on the other side of the first hazard-filled passage.

Scorpion Sword

OBJECTIVE

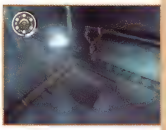
Return to the Access Hall.

The Prince, now transformed into the Sand Wraith, has channeled his fear into rage. Determined to eliminate the Empress and the Dahaka, he forges on back through the Sacred Caves.

A Foul and Mystical Beast

The traps the Prince traversed mere moments ago are just as active in the past as they were in the present. Weave through the piercing blades, then walk out onto the beam over the pit. The difference between this trap in the past and the one in the present is that both buzzsaws are operational. Leap to the beam beyond and stay in the hanging position. As the buzzsaws pass by, invoke the Eye of the Storm Time Power to get to the next beam. From here, jump across the gap to the ledge on the opposite side. Now drop down and shimmy to the right to reach the platform.

Maneuver past the fast-moving spiky pole, then run up to the ledge above. Move to the end of the ledge and examine the situation across the way. The next ledge has two buzzsaws tracking above and below it. Wait for the top one to move away from the Prince, then invoke the Eye of the Storm Time Power to slow them down. Quickly leap over to the ledge and follow it. Wait for the lower buzzsaw to pass by, then shimmy the rest of the way.

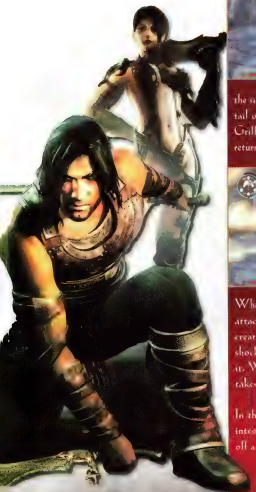


1. Traverse the Sacred Caves in the past.

1. Encounter and battle the massive Griffin.

1. Follow out of the Sacred Caves and return to the Garden.

To get past the set of next hazards, roll under the spiky poles and jump the large pit. Inside the doorway, there's a Fountain on the left wall and a **Secret Chest** on the right. Save your game before doing anything else.

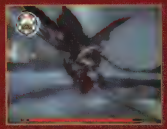


GRIFFIN

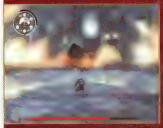
As the Prince walks onto the large platform in the middle of the chamber, he hears a strange thumping sound from above. As he looks up, he sees a gigantic winged creature heading down on him. Leaping from its grasp just in time, he comes face to face with a Griffin.

This massive winged creature is capable of swift flight, allowing it to dodge all conventional attacks. Furthermore, the constant beating of its wings creates strong winds—pushing back anyone who attempts to close ranks with it. Add to this its razor-sharp talons and powerful beak and the Griffon is one tough customer.

The Griffon can swipe its spiked tail, thrash with its beak, and rear up on its hind legs to create a devastating shockwave attack. The Griffin also has regenerative properties, allowing it to slowly heal itself over time.

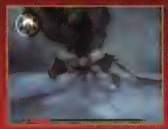


As soon as the battle begins, invoke the Eye of the Storm Time Power and start attacking the Griffin from the side but roll out of the way when it attempts to retaliate with its claws, tail or beak. Do not stop attacking until the Time Power runs out. If the Griffin knocks the Prince off the platform, use the power to rewind time to return the Prince to the fight.



Eventually, you should get enough space between the Prince and the Griffin and finish off the Boss with a devastating Cyclone of Fate attack. This will deplete a big portion of the Boss's health.

When the Griffon's health is reduced to about one-third, it takes to the air and executes a series of sweeping attacks. To avoid these attacks, simply roll out of the way.



When it returns to the ground, the Griffin employs a new attack as it rears up and slams its claws to the ground, creating a shockwave. The Prince can jump over the shockwave or stop the Griffin in mid-attack by attacking it. When the Griffin loses another third of its health, it takes to the air again.

In this final phase of the battle, the Griffin steps up the intensity of its attacks. As before, continue to slow down time and chip away at it, then back off and finish with a devastating Cyclone of Fate attack.

Return to the Garden

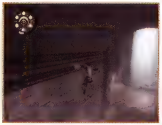
Leap across to the ledge where the Griffin crashed, then run up the column to the right of the doorway and grab the ledge. Shimmy around to the right, then jump from wall to wall to get up to the platform at the top.

Now jump across to the ledge on the left, then shimmy around then shimmy around an outcropping to eventually get to the other side. Finally, leap off the ledge and onto the platform with the doorway to the left.

Inside this huge room, run along the right wall and jump off at the end to grab the pole sticking out of the stone-carved statue. Swing from the pole to reach the tapestry, then slide down and jump off at the end to grab the pole behind the Prince. Swing off this pole and slide down the tapestry beyond and drop off at the bottom to grab the ledge underneath.

Hug the wall and move the Prince around to the opening to the left, then move into the hallway to encounter a pair of slicing blades. After maneuvering past the blades, run up the back wall and grab the ledge but don't hoist the Prince up just yet. Wait until the buzzsaw passes before pulling him onto the platform. Run up the wall to avoid the next spiky pole, and pull him up.

To get past the last trap, squeeze into the corner behind it and the post to the left. Run up the post and jump off it at the top to leap over the pole. Around the corner, the Prince emerges back in the Garden area.



SOMETHING IN COMMON

PAST

Scorpion Sword

1. At the bottom of the ramp just inside the Garden Waterworks.

OBJECTIVE

Return to the Access Hall.

1. Exit the Sacred Caves and head through the Garden Waterworks.

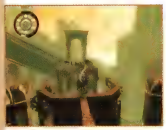
2. Return to the Garden Hall.

3. Head through the passage to the Central Hall and listen to the Empress and Shahdee's conversation.

Having just defeated the Griffin inside the Sacred Caves, the Prince must find a way to get the Empress into the present so that he can eliminate her and, ultimately, change his fate. His quest continues through the Vegetal Tower.

The Garden Path

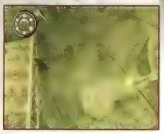
Back in the Garden Waterworks area, walk along the top of the fencing and jump to the other side. Before going any further, though, continue down the right path and break open the **Secret Chest**. Return to the ramp and head to the top, stepping in the floor panel to open the gate.



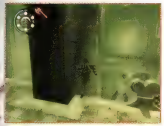
Continue through the Garden Waterworks to the passageway to the right. Drop onto a platform at the start of the pit just inside to find a Fountain and save your game.

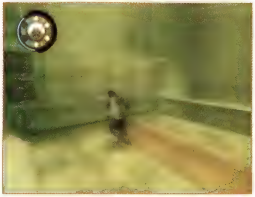
THE PATH TO THE GARDEN HALL

Climb back up and take the path to the Garden Hall. This familiar territory has a series of hazards. Repeat the same steps as the last time to arrive back at the balcony overlooking the Garden Hall.



Inside the Garden Hall, swing across the poles to access the central area, then run along the left wall of the right section (toward the back balcony with the wall panel). Use the rope to get to the other side and trigger the wall panel. Quickly return back the way you came and get onto the block that slid out of the wall. Now run up the wall to grab the pole above.

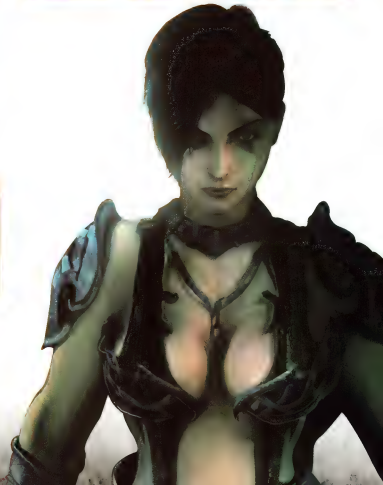




Shimmy to the left and swing off the pole to land on the ledge. Move along the ledge to the right and jump to the next ledge. Continue to move to the right until the Prince can drop down and use the ladder.

FROM THE BEGINNING

Go through the entrance next to the ladder by the Fountain. This path leads back to the Central Hall, which is the Prince's goal. When he reaches the Hall, he spots the Empress below, who is meeting with Shahdee. Shahdee informs her of the Prince's approaching ship. The Empress then orders her to travel through time and engage him at sea. It seems that the Prince and the Empress share something in common—they both want to desperately change their fate.



THE PATH OF THE SAND WRAITH

PRESENT

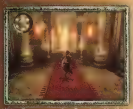
Scorpion Sword

SECRET CHEST

None

OBJECTIVE

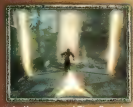
FIND THE WAY TO THE THRONE ROOM.



1. Return to the Garden Hall and use the Time Portal to return to the present.

2. Find a way out of the hall.

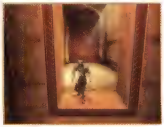
3. Traverse the Dark Hall and head into the Southern Passage.



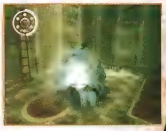
4. Use a second Time Portal to continue back toward the Throne Room.

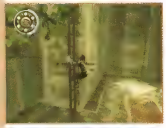
THE LONG PATH

The Prince must find a way back to a Time Portal and then return to the Throne Room in the present. Unfortunately, he won't be able to get there through the Central Hall, as he is way too high up to reach the floor. Retrace his steps to the Garden Hall using the panels to activate the floors to get across.



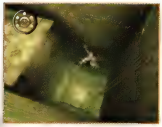
Back inside the Garden Hall, take out any Keepers that attack the Prince, then vertically run up the wall behind the hanging ladder at the entrance to get up to it. The Crow Master may be waiting for the Prince up here. He is easily dealt with, now that the Prince has the Scorpion Sword.

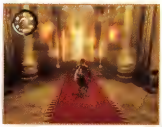




Continue to climb the second ladder up to the next platform, then leap across to the platform to the right. Climb the final ladder all the way back to the top, then horizontally run along the wall to the right to grab the pole and swing off it and onto the middle balcony.

This time, the Prince needs to run along the left wall of the central section, grabbing the rope in the middle and then releasing to get to the balcony at the end. Continue through the passage here, jumping from ladder to ladder to get to the bottom. At the other end, the Prince will find a Warp Room. The Time Portal should be active. Step inside the Sand vortex and return to the present.





Into the Well

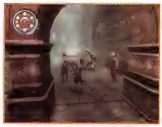
Back in the present, head through the curtain of water and return down the passage toward the Garden Hall. As the Prince rounds the corner, he encounters the Dahaka once more. Unable to escape its grasp, the behemoth grabs him and tosses him through a doorway, sending him tumbling down into a deep well. Make sure to drink some water to replenish his health and then move on into the passage.

Just inside, the Prince will encounter a few traps. The first is a set of spiky poles. Roll under the first one as it approaches the Prince, then wait for the second to rise up and roll under it as well.

WATER IS LIFE

You don't have to worry so much about taking damage from the traps in the well's passage, as the Prince can constantly replenish his health in the knee-deep water.

Roll under the next set of rotating blades, then horizontally run along the wall to the left, taking out the Bladedancer along the way, and drop down on the other side. Take out the Raiders on the other side of the doorway. The Prince will find himself back in the Dark Hall.



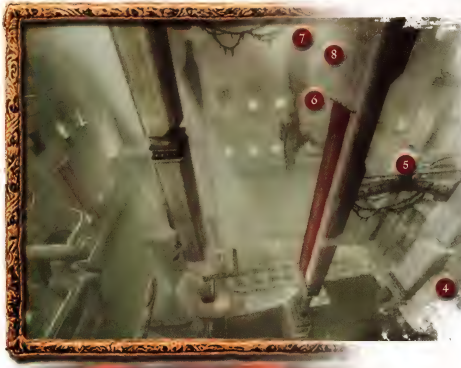
The Dark Hall, Present

1. Run along the wall to the right, grab the rope in the middle, then swing to the platform on the opposite side. 2. From here, run along the next wall over to the tapestry and ride it down to the bottom. Make sure to jump off to land on the ledge below.

3. Leap to the main platform in the center of the Dark Hall and take out any enemies in the area. 4. Similar to last time, jump to the small platform at the end and leap back and forth from wall to pillar to access the first ledge in the middle.

5. Continue to jump back and forth until the Prince grabs the highest ledge, then shimmy around to the left and onto the archway on the other side.

6 Follow the beam until it ends at the next pillar, then grab the ledge above. 7 From the ledge, grab a second ledge above. From here, jump from the pillar to grasp the tree root behind the Prince.



8 Swing off the root and grab the ledge beyond, then shimmy around the ledge to the left and jump over to the platform behind the Prince.

Back Through the Southern Passage

To get to the passage above, climb the small stone debris, run up the wall, and jump at the top. Make sure to jump a second time when the Prince touches the wall on the opposite side.

Run up the wall to activate the panel and use the Eye of the Storm Time Power to get through the doorway before it closes. Continue through the next corridor and hop over the small wall at the end. Next, run up and climb from ledge to ledge, run along the wall to the left, then continue to climb and shimmy around the ledges to reach the next passage above.

A set of spiky poles over some floor spikes provides a small distraction prior to the Warp Room. Save your game at the Fountain and use the Time Portal to return to the past.

AN IMPOSSIBLE TASK

PRESENT

1. At the top platform along the cliffs.
2. At the end of a series of crumbling bridges atop an unstable cliff.
3. Inside the room opposite the Entry Room (after an important event).

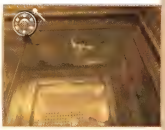
Scorpion Sword

OBJECTIVE

Find a way to the Throne Room.

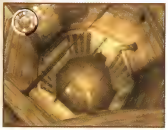
History Repeats Itself

Leave the Warp Room and head into the passage to encounter some familiar traps. Now that the Prince can regenerate the Sand in his Sand Tanks, use the Eye of the Storm liberally to help get past them. At the end of the passage, hug the right wall to avoid the spiky pole and drop down the ledges to reach the floor. Jump to the bar in the next section and drop down to the one below to reach the floor.

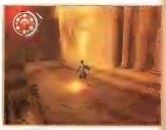


Enemy Infestation

The Prince may encounter more Bladedancers in this room. Use the panel in the next room to unleash a set of spikes from the floor to take them out.



Hang over the balcony railing and jump to the platform to the left, then walk along it. Save at the Fountain on the other side of the platform, then continue to the left until the Prince reaches the panel in the floor on the opposite side of the room.



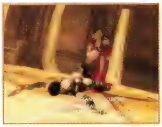
1. Witness the events leading up to the Prince saving Kaileena's life.

2. Trigger the Fortress' traps and find a way to the Cliffs.

3. Take the perilous shortcut through the Cliffs overlooking the beach.

4. Return to the Fortress and save the Prince's own life.

Stepping on the floor panel activates a bridge along the back wall, allowing the Prince to enter through the doorway connected to it. As he runs toward it, he spots the Empress and Shahdee at the Sacrificial Altar. After a brief conversation, the Empress attacks Shahdee. The Prince knows exactly what happens next, as he watches himself appear below.



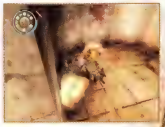
The Quest Continues

Zip past the first trap inside the next passage At the next trap, grab the rope on the right wall, climb up and jump to the rope across the way. Use the rope to bypass the two buzzsaws as they cross paths.

Use the Eye of the Storm to get through the buzzsaws on the wall and the rotating blade. To get past the final trap, wait for the buzzsaws to pass by before running along the the wall past them. Use the Fountain at the bottom to save your game, then roll under the crack in the wall to continue.

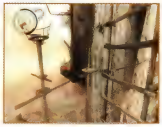
The Cliffs: Past

Inside the next room, prepare to battle some Executioners and a never-ending stream of Spike Beasts. Use the Prince's Cyclone of Fate Time Power to help thin out the enemies, then focus on luring a Spike Beast toward the back-left wall. Use the creature to break down the wall, clearing a new path. This next path is a perilous shortcut through the cliffs overlooking the beach.



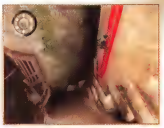
1 Hang off the edge of the hole and drop onto the tapestry below. Jump off at the end of the tapestry to reach the pole behind the Prince. As soon as the Prince grabs the pole, his weight causes it to collapse.

2 Invoke the Eye of the Storm Time Power and drop down to the pole below, then quickly swing from it to the rickety mast beyond. 3 The mast also falls apart under his weight, so rotate the Prince 90 degrees and jump to the next mast. Jump from mast to mast until the Prince lands on the solid platform.



4 Dispose of the multiple Executioners and Assassins on the platform. Try throwing them over the side to speed things up. 5 Now run up the bloodstained wall and jump at the top to grab the tree branch. Turn the Prince around and swing off the branch to reach the wall's ledge.

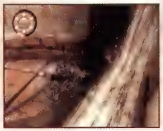
6 Run along the back wall to the left, grabbing the rope in the middle. Swing to get some momentum and run along the wall, grabbing the tapestry at the end. 7 At the bottom of the tapestry, jump off and grab the branch behind the Prince. Swing from the branch to grab the rusted bar above.



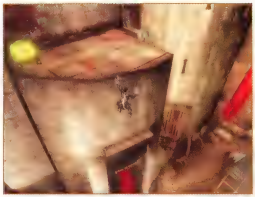
8 Swing from the bar toward the wall and continue to jump back and forth until the Prince reaches the ledge high above. 9 Eliminate the enemies up here, then break open the **Secret Chest**.

REPLENISH THE PRINCE'S HEALTH

Although there isn't a Fountain here, drink from the stream of water flowing from the water wheel to heal the Prince's wounds.



10 Drop from the the platform and locate a small ledge below and drop down to it. Invoke the Eye of the Storm to slow down time, then drop onto the tapestry below it.



11 Jump off the tapestry to grab the pole on the mast behind the Prince. Like the others, it's highly unstable and will buckle within a few seconds. Swing from it to the wall beyond, then jump off the wall to the pole on the next mast.

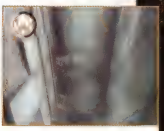
12 Rotate around and jump to the next mast, then move to the next one. Turn the Prince around so that his back is facing the walkway to the left and jump to it. 13 Continue to use the Eye of the Storm and run around the walkway as it collapses. Leap from it at the end to grab the walkway above.

14 This bridge is as unstable as the one before it. Head to the end and run along the wall, jumping off at the end to grab the branch beyond. 15 Swing from the branch to reach the next bridge; run up the wall at the end of the bridge to reach the bridge above.

16 Get onto the bridge and run along the wall, slicing the attacking Bladedancer in the process. 17 Invoke the Eye of the Storm before the cliff can collapse, break open the **Secret Chest**, and use the Scorpion Sword on the cracked wall to reveal the passage on the other side.

Saving Lives

Use the Eye of the Storm to run past the buzzsaws. At the end of the path, use the Eye of the Storm again to get past the next buzzsaws, then run up the right wall and start jumping back and forth to reach the ledge above.



Use the Eye of the Storm once again to slow down the quick-moving buzzsaws, giving the Prince a path through them when they briefly separate. Use similar tactics to bypass the last group of buzzsaws.

As the Prince rounds the corner and re-enters the Fortress, he sees his former self inside the Entry Room. As before, he grabs a weapon and hurls it—at a Bladedancer behind him, saving his own life!

FIND THE SECRET CHEST!

Before moving onward, backtrack into the room behind the Prince and break open the **Secret Chest** around the corner.

MIRRORED FATES

PRESENT

1. Inside the Iron Works chamber on the right side of the room behind the spiked floor wall panel.
2. Inside the Iron Works chamber on the left side of the room inside a small alcove.

OBJECTIVE

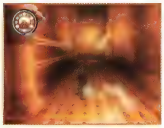
Find a way to the Throne Room.

Scorpion Sword

Having saved his own life, the Prince continues through the fortress in an effort to lure the Empress into the present.

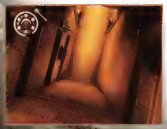
The Path to the Iron Works

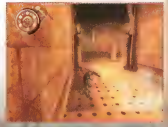
From the doorway, jump from one pillar to the next one to get to the entryway on the other side. Use the Fountain to heal the Prince's wounds and save your game.

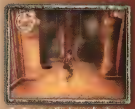


Maneuver through more familiar traps around the corner to get into the next room, which is stocked with Raiders. Continue into the next corridor and bypass a pair of slicing blades and a set of floor spikes. Use the Eye of the Storm and roll under them. Continue to do so around each corner until the Prince reaches the ledge at the end.

Hang and drop from ledge to ledge until the Prince safely reaches the ground. Get past the two spiky poles and a set of buzzsaws, then roll off the floor spikes when the Prince reaches the other side to avoid taking damage.

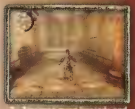






1. Survive the hazards along the way to the Iron Works chamber.

2. Use the levers to connect the pipes and activate the Iron Works.



3. Traverse more hazards and link through the Prince.

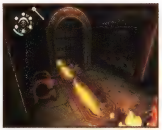
Fan the Flames

The platform in the Iron Works chamber is too high to reach, so he'll need to bring the platform to him by connecting the pipes above. This will cause the flow of molten metal to burn the platform down.

Move with Caution

The Iron Works is filled with Executioners and Assassins. It also contains a series of rotating blades along its left side, so be careful. When fighting the enemies, use the wall panel to send spikes from the floor.

After the fight, locate a **Secret Chest** behind the wall panel column on the right side of the room. There is a second **Secret Chest** in an alcove on the right side of the room, too.

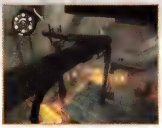


Climb the ladder on the back-left side of the room. There is a series of platforms with levers attached to them up here. To access the exit across the way, the Prince must turn them in the right combination.

Platform 1

Go around the platforms to end up at the final platform. To do so, run along the left wall to the pole beyond. Swing to the next pole, then jump over the buzzsaw to the platform (Platform 2). To reach Platform 3, walk across the connecting beam. Then to reach Platform 4, run along the wall after the buzzsaws separate.

Platform 4

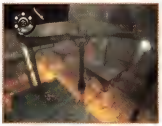


Starting from the last platform, move the lever so that it is facing six o'clock (use the ladder's position where the Prince first climbed up as twelve o'clock).

Platform 2

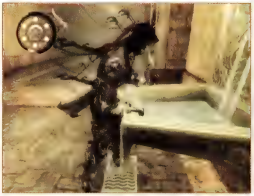
Return to Platform 2 and turn this lever to the twelve o'clock position.

Platform 1



Return to Platform 1 and turn the lever to the twelve o'clock position. There is no need to move the lever on Platform 3.

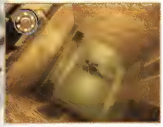
This activates the Iron Work's machinery, causing the molten metal to overflow and burn the platform's posts at the end of the chamber. After this happens, climb the burning debris and run up the back wall to the exit.



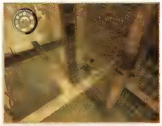
A Long Way Back

Run past the slicing blades inside this next hallway and jump to the ledge to the right. The next trap requires precision timing. Wait for the spiky pole to move to the end of its track, then move toward it and stop in the middle. When it moves back toward the Prince, run up either wall and jump to let it pass underneath.

Climb the ladder at the end of the passage and jump to the ledge behind the Prince. When he grabs the ledge, pull him out of harm's way. Slide past two more buzzsaws to reach the top, then jump to the ledge behind him to reach the next passage.



Rotate the lever clockwise until it locks into place, revealing a new hazard-filled passage. Run up the small, extended wall on the right to grab the beam above, then jump twice to rebound off the wall to the beam above.

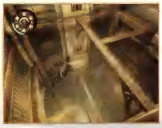


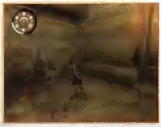
Move past the spiky poles to find the beam across the way. From here, walk to the end of the beam and drop down. Drop off the edge and jump across to the ledge. Use the Eye of the Storm Time Power to slow down time, then drop down twice more.

Use the Eye of the Storm around the next corner to move past the slicing blades, then run up the left wall and jump at the top to catch the beam above. Now jump off the end of the beam toward the opening in the wall.

Through the Prison

Back in the Prison area, hang off the ledge and ride the tapestry to the floor. Leave through the door at the end and take a left down the next corridor. Run up the wall at the end and jump to reach the beam above. Now retrace the Prince's steps, jumping from ledge to beam and back again to get up to the top. Use the Fountain to save your game and restore the Prince's health.





THE MYSTIC CAVES

PAST

Scorpion Sword

1. Inside the Mystic Caves on the other side of a pit.

OBJECTIVE

FIND A WAY TO THE THRONE ROOM.

1. Find the path through the Library.

2. Escape from the stronghold of the Dahaka.

3. Traverse the top of the Mystic Caves and return to the Mechanical Tower.

A Return Trip Through the Library

To get inside the Library, run along the back wall to the right of the Fountain and jump at the top, grabbing the beam behind the Prince. Now just retrace the Prince's steps from earlier in the game to reach the passage above.

Use the Scorpion Sword to break through the boarded-up wall at the end, then head into the small enclosure with the lever and turn it counterclockwise, revealing the second section of the Library back outside.

Head into the next section and pull the second lever, then enter the new room and run up the wall to pull the lever. Use the Eye of the Storm to slow down time, then return to the lever, move it back, and enter the open doorway in the center before it closes.

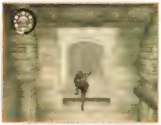
Climb the ladder in the next room and follow the pathway around to the right. Use the two bookshelves the Prince pulled out earlier to get to the top. Now simply follow the steps the Prince took earlier to continue through the library. When the Prince reaches the crevice in the wall, drop down until he is hanging from the final ledge. Shimmy to the right underneath the border.

The Dahaka Gives Chase

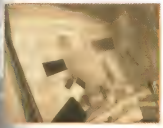
Suddenly, the Dahaka appears above the Prince! Return to the left and go all the way up, grabbing the beam high above the Dahaka's head. Shimmy around until you can pull him onto the beam and head into the passage behind the Dahaka. Jump from beam to beam to reach the end, then jump over to the back wall to land on a small ledge. From here, drop to the floor.

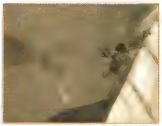
When the chase begins, run along the left wall over the pit. Then proceed past the next wall and jump off at the end to access the next section of the hallway.

Leap at the pit to grab the bar above, then use it to swing to the stairway before the Dahaka can grab the Prince. At the top, run up the back wall and scurry through the small opening above.



As the chase continues across an unstable stone bridge, the Dahaka's weight causes it to collapse, sending the creature tumbling down into the chasm below. Could it finally be dead? Use the Fountain inside the Mystic Caves, then move out.





Enter the Caves

Leap over the first pit and head deeper into the Caves. Be advised that there are lots of enemies wandering about. Don't drop down from the edge of the next cliff; instead, run along the right wall to break open the **Secret Chest**. Return back to the opposite side and drop down a series of ledges to descend into the next area. Run along the left wall and jump at the end, then rebound over to the ledge to the right.

THE FOG

The Mystic Caves are filled with a thick layer of ground fog, making it difficult to see what is and—more to the point—what's not below. Go slow, especially around corners, as drop-offs and pits won't be visible until the Prince is right on top of them.

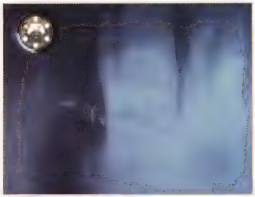
The chasm at the other side is impassable from here. Since the Prince can't go down, jump from wall to wall and head up to reach the ledge on the right. Now jump off and continue the ascent, jumping back and forth until he reaches the top.

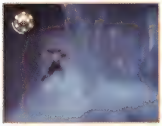
At the top, leap across from the edge of the cliff (between the blowing blue lights) to the path on the other side. Follow the path until it ends at a wall, then grab the ledge and shimmy to the right until the Prince can be pulled up.

Inside this next section of the caves, the Prince looks around and finds a locked door with seemingly no way to get past it. He also notices a series of stalactites hanging from the cavern's roof. Before he can formulate a plan, a large pack of Scavengers attack. To get through them quickly, use the Breath of Fate Time Power.

Carefully follow the path as it weaves through the fog, taking out any remaining enemies that block the Prince's path. When he reaches an apparent dead end, run along the left wall and jump off at the end to grab the stalactite beyond.

Jump from one to the next, then onto the ground below to find a floor panel on a lower ledge. Activate the panel to open the door a ways back. After doing so, invoke the Eye of the Storm Time Power and, from the higher ledge, run along the wall and jump off to catch a stalactite to the right. Keep jumping from stalactite to stalactite and drop down onto the path and run through the door before it closes. You may need to invoke the Eye of the Storm a second time to make it through before it shuts.

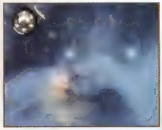




Drop down into the middle section and activate the floor panel to open the door above. Quickly get the Prince through the door before it closes. On the other side of the door, prepare to fight a group of enemies.

THE CONCEALING FOG

Watch out for the buzzsaws on the ground near the end of the bridge. The fog does a great job of concealing them from view.



Follow the path down into the next area. At the end, run along the left wall and grab the ledge on the other side. Move the Prince around to the right, jumping across to the other side when he can go no further. Continue to jump from one side to the next to reach the path beyond.

Horizontally run along the next two right walls to get over the gaps around the corner. At the end of the path, use the Fountain to save your game before heading back into the Mechanical Tower.

THE RACE TO THE THRONE

PAST

1. None

Scorpion Sword

OBJECTIVE

Find a way to the Throne Room.

Am I Too Late?

Having come through the Mystic Caves, the Prince finds himself inside a connecting passage to the Mechanical Tower. To move onward, turn the corner and run along the left wall, using the ropes to get across the majority of the pit. Jump off at the end to land on the ledge along the right wall.

Continue through the large room, heading past the fireplace to the doorway on the opposite end. From the doorway, jump across to the walkway and pull the hanging lever at the end.

The Prince, as the Sand Wraith, sees his former self on a walkway down below. Realizing he still has time to stop him, he formulates a plan. Before he can move, a Brute grabs the Prince and tosses him across the room. When the Prince comes to, he realizes the Mechanical Tower has been activated by his doppelganger. Could he be too late?

Head through the door to the left, run along the wall, and use the rope to get to the other side. As before, continue through the waterway until the Prince reaches the opposite end. Swing from pole to pole to get across to the other side, then locate the hanging banner over the ledge and slide down to the walkway below.

1. Stop the Prince from activating the Mechanical Tower!

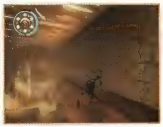
2. Race through the tower to reach the Central Hall before the Prince.

3. Always be awake to kill the Prince and alter his fate.

Run along the left-hand wall, through the spokes of the waterwheel, to reach the walkway. Dispose of any foes and head across the rickety wooden bridge to the left. Hang over the right railing at the end of the bridge and drop below. Continue through the doorway and up the stairs into the next passage to find another Fountain.

From the Tower to the Hall

Use the wall panel at the top of the next set of stairs to get through the door, then traverse the next set of traps. To get past the two spiky poles blocking the hallway beyond the stone crusher, jump to the ledge on the right wall and walk across.



Hug the wall at the opening to the next area and walk along the ledge to the right. Drop down to the next ledge, then drop down again to the beam on the right. From here, jump over to the opposite beam to the left, then use the Eye of the Storm to get past the fast-turning mechanism.

Drop down onto the center platform, then grab the plank of wood above the platform to the left. Leap across to the next one, then shimmy over to the right to the railing of the balcony. Shimmy to the right, then drop down a few times until the Prince can hug the wall and walk back around to the left and onto the plank leading back toward the center platform. Jump back to it, then take the ladder down to the bottom level. Use the Eye of the Storm once more and jump past the mechanism, then save your game at the Fountain.

The Death of a Prince

Return back to the Central Hall via the same path you've taken a few times before. When the Prince finally reaches the Hall, he sees that he is not too late. As before, his former self is caught in the middle between the Dahaka and the Prince as the Sand Wraith. This time, instead of the Dahaka grabbing the Sand Wraith, he jumps out of the way, allowing his doppelganger to be snatched up by the Dahaka's tendril and consumed. With the death of his former self, the Wraith Mask falls off, allowing the Prince to return to normal. Has he actually cheated his fate?

THE WARRIOR WITHIN

PRESENT

None

Scorpion Sword

OBJECTIVE

FIND EMPRESS KAILEENA.

Although the Prince, as the Sand Wraith, altered his destiny by allowing the Dahaka to kill his former self, he still needs to find a way to eliminate the Empress in present time. Knowing that he will find her in the Hourglass Chamber, he continues on his quest.

1. Confront the Empress in the Throne Room and send her through the Time Portal into the present.

2. Battle the Empress in the Hourglass Chamber and attempt to change fate.

ONE LAST CHANCE

To return the Hourglass Chamber, head up the stairs at the back of the Central Hall and traverse the many hazards along the way. The Prince eventually encounters Kaileena and they head for the Throne Room together. Like the last time, he asks her to return with him to Babylon and, once more, she turns him down. Little does she realize, things will go much differently this time around.

SAVE YOUR GAME!

Before following her into the Throne Room, take a moment to save your game at one of the Fountains inside the Hourglass Chamber.

Inside the Throne Room, the Prince grabs the Empress' swords and tosses them aside, begging her to come with him. She won't listen and uses her powers to summon them to her side. Before she can attack him, the Prince runs to the throne and breaks the wall behind it, heading into the Warp Room beyond. Before she realizes it's too late, he jumps over her and pushes her into the Time Portal.

The Empress of Time

Follow the Empress through the Time Portal and into the Sacred Caves. She is nowhere to be found. Since there is only one path through the caves, she must have taken it. Follow the same steps as the last time the Prince was here to head through the caves until the Prince reaches the huge chamber.

The End!

The Prince fells the Empress, but as she struggles for her last breath, she tells him that fate will still prevail. As if on cue, the Dahaka appears and consumes the Empress' body. The creature then lashes out with its tendrils and impales the Prince. Seconds later, however, the tendrils pull away, taking the Sand Medallion with it in the process.

As the Prince returns to Babylon, he finds the city engulfed in flames. Could this disaster have somehow been caused by his actions?

To be continued...

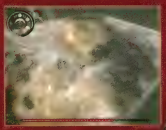
PHASE 1

This final battle against Kaileena is tough. In addition to a variety of lethal attacks (half of which are unblockable), she also uses the Powers of Time to her advantage. These include the ability to warp in and out of time, teleporting, and the ability to use the Eye of the Storm against the Prince.

The Prince's best defense is to constantly roll out of harm's way. Every time he is on the defensive, continuously roll to stay ahead of her attacks. While all of the Prince's Time Powers are available, the best one to use is the Eye of the Storm. As soon as the battle begins, use it and go on for the kill. Although the Empress is adept at blocking, continuously attack her from all angles while she is caught in the Eye of the Storm.

PHASE 2

When this phase of the fight starts, the Empress sends out three Sand whirlwinds that tear across the platform in crisscrossing patterns. If the Prince gets caught in one, they will cause massive damage. Even though slowing down time will greatly help keep him out of their erratic paths, save his Sand Tanks for the Empress. When the whirlwinds dissipate, they leave behind Sand Clouds, roam around the platform and absorb them all.



PHASE 3

When the Empress loses one-half of her health, she grapples with the Prince swipe to sword. As with previous efforts, rapidly tap the Attack button to overwhelm her and knock her off balance.

The Empress then sends out more whirlwinds and attacks with her swords. Continue to use the Eye of the Storm and fire off multiple attacks and combos, rolling around to avoid her attacks and hit her from different angles.

MAGIC AND MYSTERIES OF PERSIA

The Island of Time is not without its secrets and finding them all will be a challenge. To make things easier, this section contains a complete list of the mysteries in the game. You'll find all of the game's secret weapons, the Upgrade Pedestals, and a hidden boss fight!

Secret Weapons

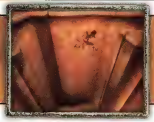
There are five secret weapons hidden behind cracked walls on the Island of Time. Although they're not attainable early in the game, you can return after acquiring the Scorpion Sword in the Prison later on. This weapon enables the Prince to break through the damaged walls concealing these prized possessions.

All five secret weapons serve as Secondary Weapons and the Prince can only carry one at a time. When the Prince picks up another weapon, whether it's a secret one or a standard one, the one he is holding is replaced. Also, if the Prince throws the secret weapon, he will lose it for good. Note, however, that the secret weapons are unbreakable!

HOCKEY STICK

LOCATION: Central Hall

TIME FREEZE: [illegible]



The Hockey Stick is located far below on the opposite side of a cracked wall in the Central Hall. To find it, position the lever so that it is in the six o'clock position. Next, locate the small step down to the right of the pedestal (facing the hallway leading to the fortress entrance, not the hallway leading to the Hourglass Hall), hang over its ledge, then jump back and forth from wall to wall to reach the platform below. From this platform, drop down to the one below it.

Run along the ridged wall to the left, then jump off it to launch over to the wall to the right. After making contact with the wall, jump back and forth between the two walls until the Prince grabs the platform above. Position him at the edge of the platform on which he's standing, then jump toward the one below to grab its ledge. Climb up and over to the right of the entryway to find the cracked wall. Break it open to acquire the **Hockey Stick**.

TEDDY BEAR

LOCATION: Mechanical Tower

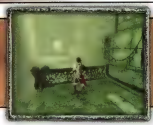
TIME PERIOD: Present

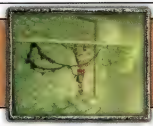
The Teddy Bear is inside the passage beyond the room with the fireplace where the Prince encounters the Thrall. Head into the passage to the left of the room and drop down into the pit. Look for a blue light shining through the crack on the left wall of the pit and use the Scorpion Sword to break through it. The **Teddy Bear** is inside the alcove.

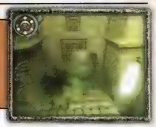
PINK FLAMINGO

LOCATION: Garden Hall

TIME PERIOD: Present







The Pink Flamingo is inside the Garden Hall area behind a high wall. To get it, start from the central balcony and hang from the ledge, then shimmy underneath the wall to the right and jump onto the platform beyond. Next, use the branches to get to the wall panel to the left and activate the panel, then return to the platform and climb onto the block protruding from the wall and run up to get to the beam above. Jump to the ledge along the right and move over, then drop onto the platform below. The foliage growing on the wall may obstruct the crack, but use the Scorpion Sword on it to find the **Pink Flamingo**.

RAYMAN FIST

LOCATION: Catacombs

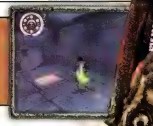
TIME PERIOD: Present

The Rayman Fist is in the Catacombs beyond the Tomb Chamber. During this portion of the Prince's adventure, the Dahaka is in hot pursuit, which makes obtaining this weapon a difficult proposition. The key to getting it is to make the attempt after pulling the first of three levers. The second time the Prince heads up the stairs and through the open gate to the right, run along two walls and leap to a bar on the right side. Swing from the bar and follow the path, making a quick left. Use the Scorpion Sword to reveal the **Rayman Fist.**

LIGHT SWORD

LOCATION: Mystic Caves

TIME PERIOD: Past



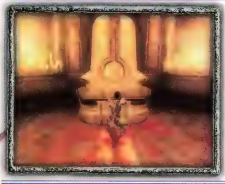
The Light Sword is in the fog-filled Mystic caves. It is just past the shut door where the Prince must jump from stalactite to stalactite. After passing through the door, drop down into the pit with the floor panel and locate the cracked wall to the left, then use the Scorpion Sword to break through it. The **Light Sword** is resting inside.

As the Prince progresses through the Island of Time, he can uncover secret Upgrade Pedestals that increase his Life Meter. These Upgrade Pedestals are cleverly hidden amongst the fortress' halls, passageways, towers, and rooms. Each pedestal is also protected by a hazard-filled passage.

PEDESTAL #1

LOCATION:
SACRIFICIAL ALTAR

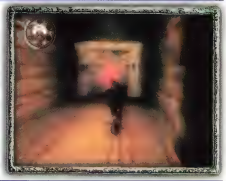
The path to the first Upgrade Pedestal is a hidden passage that lies behind the altar. The Prince can easily open up the secret door and reveal the path by grabbing the altar's subtle handles, pulling the stone back a short distance. He can access this first Life Upgrade after hurling Shiftsyre for the second time.



PEDESTAL #2

LOCATION:
BALCONY ABOVE THE ENTRY HALL

The entrance to this Upgrade Pedestal is a small metal grate located on the upper balcony after exiting from the Entry Hall. Find a floor panel hidden behind some barrels on the lower level and activate the panel. Run up the stairs and roll under the grate before it closes again.



PEDESTAL #3

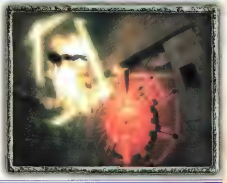
LOCATION:
CENTRAL HALL

The entrance of this Upgrade Pedestal is through a doorway located in the lower reaches of the hall. Turn the central lever toward the Hourglass Chamber to make some hidden pillars rise from the fog. Use the pillars to perform a complex series of downward rebounds and wall kicks. To access the pedestal, the Prince must have received the Serpent Sword from Kaileena and unlocked the control mechanism at the center of this room.

PEDESTAL #4

LOCATION:
MECHANICAL TOWER

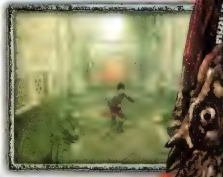
This Upgrade Pedestal is located on the left-hand side of the room with the Thrall that is throwing Spike Beast projectiles. To get to it, make the Thrall throw an explosive Spike Beast at the cracked wall to break it open. This reveals the passage to the Upgrade Pedestal. You can also return later and use the Scorpion Sword to bust through.



PEDESTAL #5

LOCATION:
GARDEN

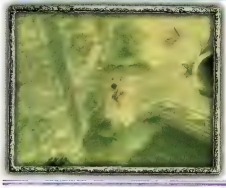
The passage to the Upgrade Pedestal is below the area where Silhouettes and Keepers fight the Prince. After climbing the last flight of stairs, head to the left to find a gap in the fence, then hang from the ledges and follow the passage underneath the Garden.

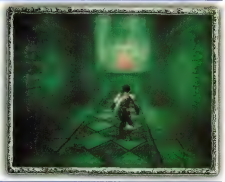


PEDESTAL #6

LOCATION:
GARDEN WORKS

This Upgrade Pedestal is accessible once the Prince reaches the Garden Works area, after completing the first half of the lever puzzle. It's behind the lever in the small enclosure in the center of the area. From inside here, run up the back wall and grab the small balcony that leads to the secret passage beyond.





PEDESTAL #7

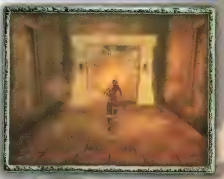
LOCATION:
PRISON

This Upgrade Pedestal is located on the second floor of the main cellblock. Accessing this life upgrade is a two-pronged challenge. First, crack open two weakened walls using the Scorpion Sword. One reveals a wall panel, while the other reveals what seems to be an empty cell. Next, activate the wall panel and invoke the Eye of the Storm Time Power. This should enable the Prince to reach the hidden door of the second cell before it can close shut.

PEDESTAL #8

LOCATION:
LIBRARY

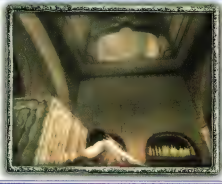
This Upgrade Pedestal is inside the Library behind the stained glass structure, on the wall opposite to the one with the broken stained glass structure. To reach it, walk around the railing and jump to the next. If you don't get it on the first visit to the Library, there isn't a chance when playing as the Sand Wraith, as the Dahaka will destroy the path!



PEDESTAL #9

LOCATION: ANTECHAMBER

This final Upgrade Pedestal is located in the Antechamber—one of the first rooms you visit in the game. Its location overlooks a balcony that is accessible via a hole in the ceiling. The Prince needs the crate behind a nearby damaged gate to use the Scorpion Sword to get it. Move the crate below the opening, climb onto it, run up the wall, then jump at the top to reach the entrance. The Upgrade Pedestal awaits at the end of the passage.



You can actually change the Prince's fate for a second outcome if you find all nine Upgrade Pedestals. After acquiring all nine, when the Prince encounters the Empress in the Throne Room, he will receive a final sword that he would not have gotten otherwise. This **Water Sword** is the only weapon powerful enough to fell the Dahaka. This time, when he meets Kaileena in the Mystic Caves for the final battle, he will team up with Kaileena and fight the dark beast.

DAHAKA

As soon as the Dahaka engages the Prince in battle, it launches a variety of attacks. Depending on the Prince's location, these attacks include shooting out its dark tendrils, plunging them into the ground where they shoot out from below, and swiping at the Prince if he gets too close. Dodge these attacks as much as possible by rolling and evading.

Immediately use the Eye of the Storm Time Power and go in for the attack, unleashing everything the Prince has to slowly chip away at the beast's energy meter.

The goal is to distract the Dahaka. Continue to use the Eye of the Storm and follow up with one of the Prince's Free Time Power attacks to deplete more of the boss's health.

When the Dahaka gets disoriented, the Empress joins the battle and knocks the Dahaka off the platform. As the Dahaka is hanging from the ledge, start hitting the Dahaka to inflict major damage.

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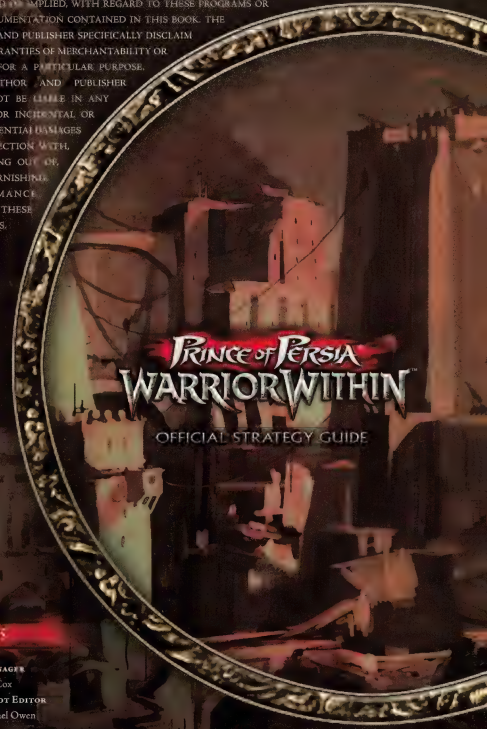

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PRINCE OF PERSIA
WARRIOR WITHIN

Prince of Persia Warrior Within

FREE-FORM FIGHTING

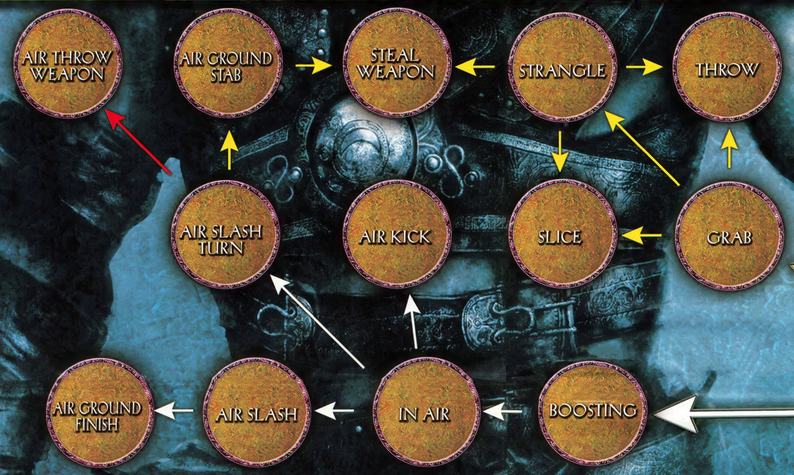
ACROBATIC

BOOSTING

STEAL WEAPON

STRANGLE

AIR SLASH

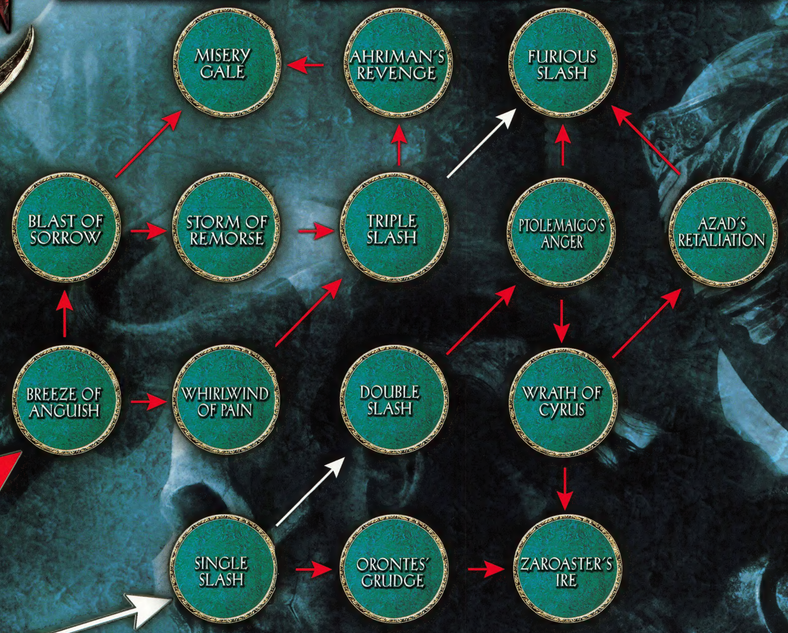


COMBO

WRATH OF CYRUS

PTOLEMAIGO'S ANGER

AHRIMAN'S REVENGE

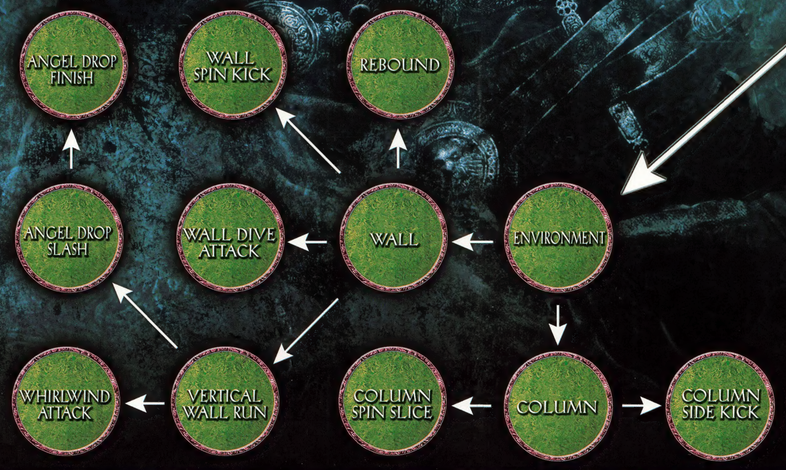


TIME POWER

SHOCKWAVE 2

SHOCKWAVE 3

ENVIRONMENT



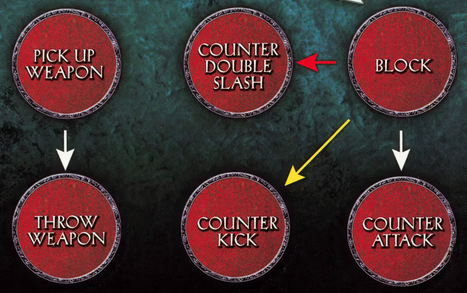
ANGEL DROP SLASH

COLUMN SPIN SLICE

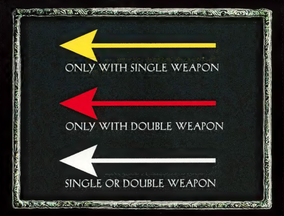
COLUMN SIDE KICK

WALL DIVE ATTACK

OTHER



LEGEND



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